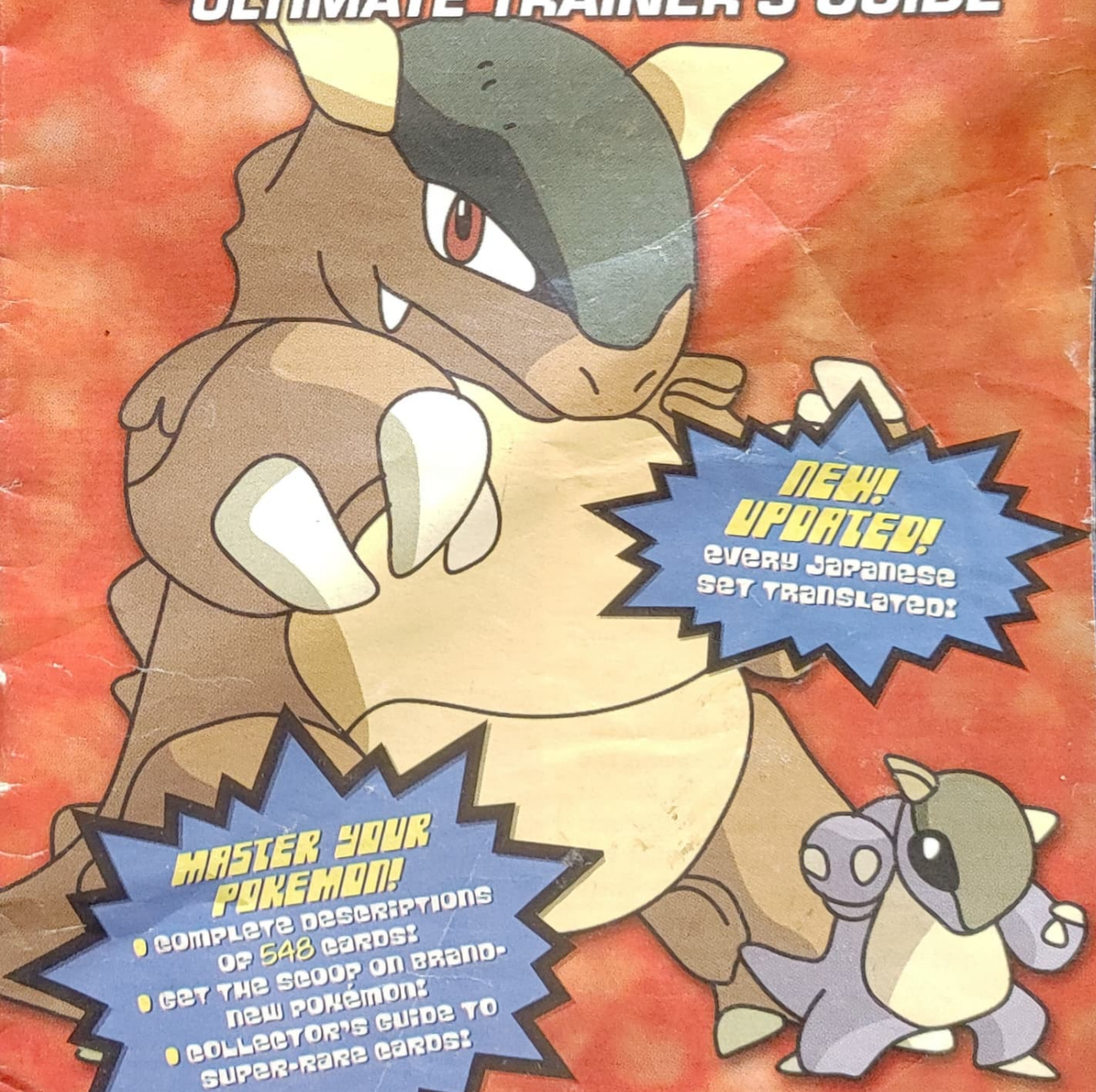
InQuest gamer EXCLUSIVE! EDITION

POKÉMON

ULTIMATE TRAINER'S GUIDE



NEW! UPDATED!
EVERY JAPANESE SET TRANSLATED!

MASTER YOUR POKÉMON!

- COMPLETE DESCRIPTIONS OF 548 CARDS!
- GET THE SCOOP ON BRAND-NEW POKÉMON!
- COLLECTOR'S GUIDE TO SUPER-RARE CARDS!

The Power of Pokémon

Pokémon is the #1 game in the country, and with *Fossil* packs scarcer than dinosaur bones, fans just can't get enough. The American *Pokémon* releases—the basic set, *Jungle* and *Fossil*—have outsold the competition, even the previous heavyweight *Magic: The Gathering*, by a three or four-to-one margin, and that's not counting the Japanese sets like *Team Rocket* and *Gym Leaders*!

Enter this booklet. Here you have all your favorite pokémon at your fingertips: Which set is Aerodactyl in? How powerful is Vileplume? Is Pikachu rarer than Gastly? If you want the full scoop on how valuable your *Pokémon* cards are, turn to the price section of your current *InQuest Gamer* magazine; for their Pokémon powers and abilities, you've get everything you need in the following pages.

How To Use This Guide

Here are a couple of things to keep in mind when using this guide:

- All cards from *Fossil*, *Team Rocket*, *Gym Leaders*, *Southern Islands* and vending packs are our unofficial translations based on the Japanese cards.
- Under the card rarity column, "H" stands for holofoil. All Japanese *Jungle* and *Fossil* holofoil cards are *only* available as holofoils. "F" stands for Fixed, which means you're guaranteed to get the card if you buy the deck it comes in. "UR" stands for ultra-rare.
- In all instances of card game text, when benched pokémon take damage, that damage is unaffected by weakness or resistance.

Collect 'em all!

Here is the list of all the *Pokémon* collectible card game sets to date in the order of when they were released:

1. Basic Set (102 cards)
2. Jungle (48 cards in Japan, 64 cards in U.S.)
3. Fossil (48 cards in Japan, 62 cards in U.S.)*
4. Team Rocket (64 cards)
5. Gym Leaders: Decks 1-4 (64 cards each)**
6. Gym Leaders I (96 cards)
7. Gym Leaders: Decks 5-6 (64 cards each)**
8. Vending Machine (124 cards)
9. Gym Leaders II (98 cards)
10. Southern Islands (18 cards)
11. Promo Cards (82 cards)

Pokémon ™ & © Nintendo

MEW TOO? The American version of Mew won't be in *Fossil*, but will be available as a promo card in the Pokémon League next year.

* The U.S. release of *Fossil* does not include the rare/holofoil card Mew. Mew will be an exclusive promo card available through the *Pokémon* League in 2000.

** Each *Gym Leaders* deck is a 64-card preconstructed deck. Cards in the Players Guide marked with an "F" rarity are only available in these decks. The rest are available in the *Gym Leaders I* booster packs as well.

BASIC SET POKEMON

Abra — 30 — C
Psyshock Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Alakazam — 80 — H
Stage 2. Evolves from Kadabra. Pokémon Power: Damage Swap. As often as you like during your turn (before you attack), you may move 1 damage counter from 1 Pokémon to another as long as you don't Knock Out that Pokémon. This power can't be used if Alakazam is Asleep, Confused, or Paralyzed. Confuse Ray. Does 30 damage. Flip a coin. If heads, the Defending Pokémon is now Confused.

Arcanine — 100 — U
Stage 1. Evolves from Growlithe. Flamethrower. Does 50 damage. Discard 1 Energy card attached to Arcanine in order to use this attack. Take Down. Does 80 damage. Does 30 damage to itself.

Beedrill — 80 — R
Stage 2. Evolves from Kakuna. Twineedle. Flip 2 coins. This attack does 30 damage times the number of heads. Poison Sting: Does 40 damage. Flip a coin. If heads, the defending Pokémon is now Poisoned.

Blastoise — 100 — H
Stage 2. Evolves from Wartortle. Pokémon Power: Rain Dance. As often as you like during your turn (before your attack), you may attach 1 Energy card to 1 of your Pokémon. This power can't be used if Blastoise is Asleep, Confused, or Paralyzed. Hydro Pump. Does 40 damage plus 10 more damage for each Energy attached to Blastoise but not used to pay for this attack's Energy cost. Extra Energy after the 2nd doesn't count.

Bulbasaur — 40 — C
Leech Seed. Does 20 damage. Unless all damage from this attack is prevented, you may remove 1 damage counter from Bulbasaur.

Caterpie — 40 — C
String Shot. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Chansey — 120 — H
Scrunch. Flip a coin. If heads, prevent all damage done to Chansey next turn. Double-edge. 80 damage. Does 80 damage to itself.

Charizard — 120 — H
Stage 2. Evolves from Charmeleon. Pokémon Power: Energy Burn. As often as you like during your turn you may turn all Energy attached to Charizard into Fire Energy cards for the rest of the turn. This power can't be used if Charizard is Asleep, Confused, or Paralyzed. Fire Spin. Does 100 damage. Discard 2 Energy cards attached to Charizard in order to use this attack.

Charmander — 50 — C
Scratch. Does 10 damage. Does 30 damage. Ember. Discard 1 Fire Energy card attached to Charmander in order to use this attack.

Charmeleon — 80 — U
Stage 1. Evolves from Charmander. Slash. Does 30 damage. Flamethrower. Does 50 damage. Discard 1 Fire Energy card attached to Charmeleon in order to use this attack.

Clefairy — 40 — H
Sing. Flip a coin. If heads, the Defending Pokémon is now Asleep. Metrognome. Choose 1 of Defending Pokémon's attacks. Metrognome copies that attack except for its Energy costs and anything else required in order to use that attack, such as discarding Energy cards. (No matter what type the Defending Pokémon is, Clefairy's type is still colorless.)

Dewgong — 80 — U
Stage 1. Evolves from Seel. Aurora Beam. Does 50 damage. Ice Beam. Does 30 damage. Flip a coin. If heads, Defending Pokémon is Paralyzed.

Diglett — 30 — C
Dig. Does 10 damage. Mud Slap. 30 damage.

Doduo — 50 — C
Fury Attack. Flip 2 coins. Does 10 damage times the number of heads.

Dragonair — 80 — R
Stage 1. Evolves from Dratini. Slam. Flip two coins. This attack does 30 damage times the number of heads. Hyper Beam. Does 20 damage. If Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it.

Dratini — 40 — U
Pound. Does 10 damage.

Drowzee — 50 — C
Pound. Does 10 damage. Confuse Ray. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Confused.

Dugtrio — 70 — R
Stage 1. Evolves from Diglett. Slash. Does 40 damage. Earthquake. Does 70 damage and does 10 damage to each of your own Benched Pokémon. (Don't apply Weak. and Res. for Benched Pokémon.)

Electabuzz — 70 — R
Thundershock. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Thunderpunch. Flip a coin. If heads, this attack does 30 damage plus 10 more damage; if tails, this attack does 30 damage plus Electabuzz does 10 damage to itself.

Electrode — 80 — R
Stage 1. Evolves form Voltorb. Pokémon Power: Buzzap. Before your attack, you may Knock Out Electrode and attach it to 1 of your other Pokémon. Electrode is now an Energy card that provides 2 energy of a type of your choice. You can't use this power if Electrode is Asleep, Confused or Paralyzed. Electric Shock. Does 50 damage. Flip a coin. If tails, Electrode takes 10 damage.

Farfetch'd — 50 — U
Leek Slap. Does 30 damage. Flip a coin. If tails, this attack does nothing. Either way you can't use this attack again as long as Farfetch'd stays in play (even putting Farfetch'd on bench won't let you use it again). Pot Smash. Does 30 damage.

Gastly — 30 — C
Sleeping Gas. Flip a coin. If heads, the Defending Pokémon is now Asleep. Destiny Bond. Discard 1 Psychic Energy card attached to Gastly in order to use this attack. If a Pokémon Knocks Out Gastly during your opponent's next turn, Knock Out that Pokémon.

Growlithe — 60 — U
Flare. Does 20 damage.

Gyarados — 100 — H
Stage 1. Evolves from Magikarp. Dragon Rage. Does 50 damage. Bubblebeam. 40 damage. Flip a coin. If heads, Defending Pokémon is Paralyzed.

Haunter — 60 — U
Stage 1. Evolves from Gastly. Hypnosis. The Defending Pokémon is now Asleep. Dream Eater. Does 50 damage. You can't use this attack unless the Defending Pokémon is Asleep.

Hitmonchan — 70 — H
Stage 1. Evolves from Hitmonlee. Jab. Does 20 damage. Special Punch. Does 40 damage.

Ivysaur — 60 — U
Stage 1. Evolves from Bulbasaur. Vine Whip. Does 30 damage. Poisonpowder. Does 20 damage. Defending Pokémon is now Poisoned.

Jynx — 70 — U
Doubleslap. Flip 2 coins. This attack does 10 damage times the number of heads. Meditate. Does 20 damage plus 10 more damage for each damage counter on the Defending Pokémon.

Kadabra — 60 — U
Stage 1. Evolves from Abra. Recover. Discard 1 Psychic Energy card attached to Kadabra in order to use this attack. Remove all damage counters from Kadabra. Super Psy. Does 50 damage.

Kakuna — 80 — U
Stage 1. Evolves from Weedle. Stiffen. Flip a coin. If heads, prevent all damage done to Kakuna during your opponent's next turn. (Any other effects of attacks still happen.) Poisonpowder. Does 20 damage. Flip a coin. If heads, the Defending Pokémon is now Poisoned.

Koffing — 50 — C
Foul Gas. 10 damage. Flip a coin. If heads, the Defending Pokémon is Poisoned; if tails, it is Confused.

Machamp — 100 — H
Stage 2. Evolves from Machoke. Pokémon Power: Strikes Back. Whenever your opponent's attack damages Machamp (even if Machamp is Knocked Out), this power does 10 damage to the attacking Pokémon. (Don't apply Weakness and Resistance.) This power can't be used if Machamp is already Asleep, Confused, or Paralyzed when your opponent attacks. Seismic Toss. Does 60 damage.

Machoke — 80 — U
Stage 1. Evolves from Machop. Karate Chop. Does 50 damage minus 10 damage for each damage counter on Machoke. Submission. Does 60 damage. Machoke does 20 damage to itself.

Machop — 50 — C
Low Kick. Does 20 damage.

Magikarp — 30 — U
Tackle. Does 10 damage. Flail. Does 10 damage times the number of damage counters on Magikarp.

Magmar — 50 — U
Fire Punch. Does 30 damage. Flamethrower. Does 50 damage. Discard 1 Energy card attached to Magmar in order to use this attack.

Magnemite — 40 — C
Thunder Wave. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Selfdestruct. Does 40 damage. Does 10 damage to each Pokémon on each player's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) Magnemite does 40 damage to itself.

Magneton — 60 — H
Stage 1. Evolves from Magnemite. Thunder Wave. Does 30 damage. Flip a coin. If heads, the Defending Pokémon is now paralyzed. Selfdestruct. Does 80 damage and does 20 damage to each Pokémon on each player's bench. (Weakness and Resistance don't apply.) Magneton does 80 damage to itself.

Metapod — 70 — C
Stage 1. Evolves from Caterpie. Stiffen. Flip a coin. If heads, prevent all damage done to Metapod during your opponent's next turn. (Any other effects of still happen.) Stun Spore. Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Mewtwo — 60 — H
Psychic. Does 10 damage plus 10 more damage for each Energy card attached to the Defending Pokémon. Barrier. Discard 1 Energy card attached to Mewtwo in order to prevent all effects of attacks, including damage, done to Mewtwo next turn.

Nidoking — 90 — H
Stage 2. Evolves from Nidorino. Flip a coin. If heads, this attack does 30 damage plus 10 more damage; if tails, this attack does 30 damage plus Nidoking does 10 damage to itself. Toxic. Does 20 damage. The Defending Pokémon is now Poisoned. It now takes 20 Poison damage instead of 10 after each player's turn.

Nidoran (Male) — 40 — C
Horn Hazard. Does 30 damage. Flip a coin. If tails, this attack does nothing.

NAME	TYPE	HP	WEAK	RES	RET	CR
Nidorino		60				U

Stage 1. Evolves from Nidoran. Double Kick. Flip 2 coins. This attack does 30 damage times the number of heads. Horn Drill. Does 50 damage.

NAME	TYPE	HP	WEAK	RES	RET	CR
Ninetales		80				H

Stage 1. Evolves from Vulpix. Lure. If your opponent has any Benched Pokémon, choose 1 of them and switch it with his or her active Pokémon. Fire Blast. Does 80 damage. Discard 1 Energy card attached to Ninetales to use this attack.

NAME	TYPE	HP	WEAK	RES	RET	CR
Onix		90				C

Rock Throw. Does 10 damage. Harden. During your opponent's next turn, whenever 30 or less damage is done to Onix (after applying Weakness and Resistance), prevent that damage.

NAME	TYPE	HP	WEAK	RES	RET	CR
Pidgeotto		60				R

Stage 1. Evolves from Pidgey. Whirlwind. Does 20 damage. If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.) Mirror Move. If Pedgetto was attacked last turn, do the final result of that attack on Pidgetto to the Defending Pokémon.

NAME	TYPE	HP	WEAK	RES	RET	CR
Pidgey		40				C

Whirlwind. Does 10 damage. If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.)

NAME	TYPE	HP	WEAK	RES	RET	CR
Pikachu		40				C

Gnaw. Does 10 damage. Does 30 damage. Flip a coin. If tails, Pikachu does 10 damage to itself.

NAME	TYPE	HP	WEAK	RES	RET	CR
Poliwag		40				C

Water Gun. Does 10 damage plus 10 more damage for each Energy attached to Poliwag, but not used to pay for attack. Extra Energy after the 2nd don't count.

NAME	TYPE	HP	WEAK	RES	RET	CR
Poliwhirl		60				U

Stage 1. Evolves from Poliwag. Amnesia. Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn. Doubleslap. Flip 2 coins. This attack does 30 damage times number of heads.

NAME	TYPE	HP	WEAK	RES	RET	CR
Poliwrath		90				H

Stage 2. Evolves from Polywhirl. Water Gun. Does 30 damage plus 10 more damage for each Energy attached to Poliwrath but not used to pay for this attack's Energy cost. Extra Energy after the 2nd doesn't count. Whirlpool. Does 40 damage. If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it.

NAME	TYPE	HP	WEAK	RES	RET	CR
Ponyta		40				C

Smash Kick. Does 20 damage. Flame Tail. Does 30 damage.

NAME	TYPE	HP	WEAK	RES	RET	CR
Porygon		30				U

Conversion 1. If the Defending Pokémon has a Weakness, you may change it to a type of your choice other than Colorless. Conversion 2. Change Porygon's Resistance to your choice other than Colorless.

NAME	TYPE	HP	WEAK	RES	RET	CR
Raichu		80				H

Stage 1. Evolves from Pikachu. Agility. Does 20 damage. Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Raichu. Thunder. 60 damage. Flip a coin. If tails, Raichu does 30 damage to itself.

NAME	TYPE	HP	WEAK	RES	RET	CR
Raticate		60				U

Stage 1. Evolves from Rattata. Bite. Does 20 damage. Super Fang. Does damage to the Defending Pokémon equal to half the Defending Pokémon's remaining HP (rounded up to the nearest 10).

NAME	TYPE	HP	WEAK	RES	RET	CR
Rattata		30				C

Bite. Does 20 damage.

NAME	TYPE	HP	WEAK	RES	RET	CR
Sandshrew		40				C

Sand-attack. Does 10 damage. If the Defending Pokémon tries to attack during opponent's next turn, opponent flips a coin. If it is tails, attack does nothing.

NAME	TYPE	HP	WEAK	RES	RET	CR
Seel		60				U

Headbutt. Does 10 damage.

NAME	TYPE	HP	WEAK	RES	RET	CR
Squirtle		40				C

Bubble. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Withdraw. Flip a coin. If heads, prevent all damage done to Squirtle during your opponent's next turn.

NAME	TYPE	HP	WEAK	RES	RET	CR
Starmie		60				C

Stage 1. Evolves from Staryu. Recover. Discard 1 Energy card attached to Starmie in order to use this attack. Remove all damage counters from Starmie. Star Freeze. Does 20 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

NAME	TYPE	HP	WEAK	RES	RET	CR
Staryu		40				C

Slap. Does 20 damage.

NAME	TYPE	HP	WEAK	RES	RET	CR
Tangela		50				C

Bind. Does 20 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Poisonpowder. Does 20 damage. The Defending Pokémon is now Poisoned.

NAME	TYPE	HP	WEAK	RES	RET	CR
Venusaur		100				H

Stage 2. Evolves from Ivysaur. Pokémon Power: Energy Trans. As often as you like during your turn, you may take one Energy card attached to one of your Pokémon and attach it to a different one. This can't be used if Venusaur is Asleep, Confused or Paralyzed. Solarbeam. Does 60 damage.

NAME	TYPE	HP	WEAK	RES	RET	CR
Voltorb		40				C

Tackle. Does 10 damage.

NAME	TYPE	HP	WEAK	RES	RET	CR
Vulpix		50				C

Confuse Ray. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Confused.

NAME	TYPE	HP	WEAK	RES	RET	CR
Wartortle		70				U

Stage 1. Evolves from Squirtle. Withdraw. Flip a coin. If it is heads, prevent all damage done to Wartortle during opponent's turn. Bite. Does 40 damage.

NAME	TYPE	HP	WEAK	RES	RET	CR
Weedle		40				C

Poison Sting. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Poisoned.

NAME	TYPE	HP	WEAK	RES	RET	CR
Zapdos		90				H

Thunder. Does 60 damage. Flip a coin. If tails, Zapdos does 30 damage to itself. Thunderbolt. Does 100 damage. Discard all Energy cards attached to Zapdos in order to use this attack.

BASIC SET TRAINERS

NAME	CR
Bill	C

Draw 2 cards.

NAME	CR
Clefairy Doll	R

Play Doll as if it were a Basic Pokémon. While in play, Doll counts as a Pokémon. Clefairy Doll has no attacks, can't retreat, and can't be Asleep, Confused, Paralyzed, or Poisoned. If Clefairy Doll is Knocked Out, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may discard Clefairy Doll.

NAME	CR
Computer Search	R

Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand.

NAME	CR
Defender	U

Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender. Damage done to that Pokémon by attacks is reduced by 20.

NAME	CR
Devolution Spray	R

Choose 1 of your own Pokémon in play and a Stage of Evolution. Discard all Evolution cards of that Stage or higher attached to that Pokémon. That Pokémon is no longer Asleep, Confused, Paralyzed, Poisoned, or anything else that might be the result of an attack.

NAME	CR
Energy Removal	C

Choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.

NAME	CR
Energy Retrieval	U

Trade 1 of the other cards in your hand for up to 2 basic Energy cards from your discard pile.

NAME	CR
Full Heal	U

Your Active Pokémon is no longer Asleep, Confused, Paralyzed, or Poisoned.

NAME	CR
Gust of Wind	C

Choose 1 of your opponent's Benched Pokémon and switch it with his Active Pokémon.

NAME	CR
Impostor Professor Oak	R

Opponent shuffles his or her hand into his or her deck, then draws 7 cards.

NAME	CR
Item Finder	R

Discard 2 of the other cards from your hand in order to put a Trainer card from your discard pile into your hand.

NAME	CR
Lass	R

You and your opponent show each other your hands, then shuffle all Trainer cards from your hands into your decks.

NAME	CR
Maintenance	U

Shuffle 2 of the other cards from your hand into your deck. Draw a card.

NAME	CR
PlusPower	U

Attach PlusPower to your Active Pokémon. At the end of your turn, discard PlusPower. If this Pokémon's attack does damage to the Defending Pokémon, the attack does 10 more damage.

NAME	CR
Pokédex	U

Look at top 5 cards from your deck and rearrange them.

NAME	CR
Pokémon Breeder	R

Put a Stage 2 evolution card from your hand on the matching basic Pokémon. You can only play this card when you would be allowed to evolve that Pokémon.

NAME	CR
Pokémon Center	U

Remove all damage counters from all of your own Pokémon with damage counters on them, then discard all Energy cards attached to those Pokémon.

NAME	CR
Pokémon Flute	U

Choose 1 Basic Pokémon card from your opponent's discard pile and put it onto his or her Bench.

NAME	CR
Pokémon Trader	R

Trade 1 of the Basic Pokémon or Evolution cards in your hand for 1 of the Basic Pokémon or Evolution cards from your deck. Show both cards to your opponent.

NAME	CR
Potion	C

Remove 2 damage counters from 1 of your Pokémon.

NAME	CR
Professor Oak	U

Discard your hand, then draw 7 cards.

NAME	CR
Revive	U

Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounded down to the nearest 10).

NAME	CR
Scoop Up	R

Choose 1 of your own Pokémon in play and return its Basic Pokémon cards to your hand. (Discard all cards attached to that card.)

NAME	CR
Super Energy Removal	R

Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and discard up to 2 Energy cards attached to it.

NAME	CR
Super Potion	U

Discard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon.

NAME	CR
Switch	C

Switch 1 of your Benched Pokémon with your Active one

NAME	TYPE	HP	WEAK	RES	RET	CR

JUNGLE POKÉMON

Bellsprout Grass 40 Fighting C
Vinewhip. Does 10 damage. Call for Family. Search your deck for a Basic Pokémon named Bellsprout and put it onto your Bench. Shuffle your deck afterward. (You can't use this attack if your Bench is full.)

Butterfree Grass 70 Fire U
Stage 2. Evolves from Metapod. Whirlwind. Does 20 damage. If your opponent has any Benched Pokémon, he chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.) Megadrain. Does 40 damage. Remove a number of counters from Butterfree equal to half the damage done to the Defending Pokémon, rounded up (after applying weakness and resistance).

Clefable Psychic 70 Colorless R,H
Stage 1. Evolves from Clefable. Metronome. Choose 1 of the Defending Pokémon's attacks. Metronome copies that attack except for its Energy costs and anything else required, such as discarding Energy cards. (No matter what type the Defending Pokémonefable's type is still Colorless.) Minimize. All damage done by attacks to Clefable during opponent's next turn is reduced by 20.

Cubone Fighting 40 Grass Fighting C
Snivel. If the defending Pokémon attacks Cubone next turn, the damage is reduced by 20. Rage. Does 10 damage. Add 10 damage plus 10 more damage for each damage counter on Cubone.

Dodrio Colorless 70 Fighting U
Stage 1. Evolves from Doduo. Pokémon Power: Retreat Aid. As long as Dodrio is Benched, pay one less to retreat your active Pokémon. Rage. Does 10 damage plus 10 more damage for each counter on Dodrio.

Eevee Colorless 50 Fighting Fighting C
Tail Wag. Flip a coin. If heads, the Defending Pokémon can't attackd Evee next turn. Quick Attack. Does 10 damage. Flip a coin. If heads, this attack does an additional 20 damage.

Electrode Lightning 90 Fighting R,H
Stage 1. Evolves from Voltorb. Tackle. Does 20 damage. Chain Lightning. Does 20 damage. If the Defending Pokémon isn't Colorless, this attack does 10 damage to each Benched Pokémon of the same type as the Defending Pokémon (including your own).

Exeggcute Psychic 50 Grass C
Hypnosis. The Defending Pokémon is now Asleep. Leech Seed. Does 20 damage. Unless all damage from this attack is prevented, you may remove 1 damage counter from Exeggcute.

Exeggutor Psychic 80 Grass U
Stage 1. Evolves from Exeggcute. Teleport. Switch Exeggutor with 1 of your Benched Pokémon. Big Eggsplosion. Flip a number of coins equal to the number of energy cards attached to Exeggutor. Does 20 damage times the number of heads.

Fearow Colorless 70 Lightning Fighting U
Stage 1. Evolves from Spearow. Agility. Does 20 damage. Flip a coin. If heads, prevent all effects of attacks next turn, including damage, done to Fearow. Drill Peck. Does 40 damage.

Flareon Fire 70 Water R,H
Stage 1. Evolves from Eevee. Quick Attack. Does 10 damage. Flip a coin. If it is heads, add 20 damage. Flamethrower. 60 damage. Discard one Fire Energy attached to Flareon in order to use this attack.

Gloom Psychic 60 Fire Grass U
Stage 1. Evolves from Oddish. Poisonpowder. The Defending Pokémon is now Poisoned. Foul Odor. Does 20 damage. Both the Defending Pokémon and Gloom are now Confused.

Goldeen Water 40 Fighting C
Horn Attack. Does 10 damage.

NAME	TYPE	HP	WEAK	RES	RET	CR

Jigglypuff Psychic 60 Fighting C
Lullaby. The Defending Pokémon is now Asleep.
Pound. Does 20 damage.

Jolteon Lightning 70 Fighting R,H
Stage 1. Evolves from Eevee. Quick Attack. Does 10 damage. Flip a coin. If it is heads, add 20 damage. Pin Missile. Flip 4 coins. Does 20 damage times the number of heads.

Kangaskhan Colorless 90 Fighting R,H
Fetch. Draw a card. Comet Punch. Flip 4 coins. Does 20 damage times number of heads.

Lickitung Colorless 90 Fighting U
Tongue Wrap. Does 10 damage. Flip coin. If heads, defending Pokémon is Paralyzed. Supersonic. Flip a coin. If heads, defending Pokémon is Confused.

Mankey Fighting 30 Fighting C
Pokémon Power: Peek. Once during your turn (before your attack), you may look at one of the following: the top card of either player's deck, a random card from your opponent's hand, or one of either player's prizes. This power can't be used if Mankey is Asleep, Paralyzed, or Confused.
Scratch. Does 10 damage.

Marowak Fighting 60 Grass Fighting U
Stage 1. Evolves from Cubone. Boomerang. Flip 2 coins. Does 30 damage times the number of heads. Call for Friend. Search your deck for a Basic Fighting Pokémon and put it onto your Bench. Shuffle your deck afterward.

Meowth Colorless 50 Fighting Fighting C
Pay Day. Does 10 damage. Flip a coin. If it is heads, draw a card.

Mr. Mime Psychic 40 Fighting R,H
Pokémon Power: Invisible Wall. Whenever an attack (including your own) does 30 or more damage to Mr. Mime (after applying Weakness and Resistance), prevent that damage. (Any other effects of attacks still happen.) This power can't be used if Mr. Mime is Asleep, Confused, or Paralyzed. Meditate. Does 10 damage plus 10 more for each damage on Defending Pokémon.

Nidoqueen Psychic 90 Fighting R,H
Stage 2. Evolves from Nidorina. Boyfriends. Does 20 damage plus 20 more damage for each Nidoking you have in play. Mega Punch. Does 50 damage.

Nidoran (Female) Psychic 60 Fighting C
Fury Swipes: Flip three coins. Does 10 damage times the number of heads. Call For Family. Search your deck for any Nidoran and put it on your Bench.

Nidorina Psychic 70 Fighting U
Stage 1. Evolves from Nidoran. Supersonic: Flip a coin. If it is heads, the Defending Pokémon is now Confused. Double Kick. Flip two coins. Does 30 damage times the number of heads.

Oddish Psychic 50 Fighting C
Stun Spore. Does 10 damage. Flip a coin. If it is heads, the defending Pokémon is paralyzed. Sprout. Search your deck for an Oddish and put it on your Bench.

Paras Psychic 40 Fighting C
Sratch. Does 20 damage. Spore. Defending Pokémon is now Asleep.

Parasect Psychic 60 Fighting U
Stage 1. Evolves from Paras. Spore. The defending Pokémon is Asleep. Slash. Does 30 damage.

Persian Psychic 70 Fighting U
Stage 1. Evolves from Meowth. Scratch. Does 20 damage. Pounce. Does 30 damage. If the Defending Pokémon attacks Persian next turn, any damage done by the attack is reduced by 10.

Pidgeot Colorless 80 Lightning R,H
Stage 2. Evolves from Pidgeotto. Wing Attack. Does 20 damage. Hurricane. Does 30 damage. Unless this attack Knocks Out the Defending Pokémon, return it and all cards attached to it to your opponent's hand.

NAME	TYPE	HP	WEAK	RES	RET	CR

Pikachu Lightning 50 Fighting C
Spark. Does 20 damage. If your opponent has any Benched Pokémon, choose one of them and this attack does 10 damage to it.

Pinsir Psychic 60 Fighting R,H
Irongrip. Does 10 damage. Flip a coin. If heads, the defending Pokémon is now Paralyzed. Does 50 damage.

Primeape Fighting 70 Fighting U
Stage 1. Evolves from Mankey. Fury Swipes. Flip three coins. Does 20 damage times the number of heads. Tantrum. Does 50 damage. Flip a coin. If it is tails, Primeape is now Confused.

Rapidash Fire 70 Water U
Stage 1. Evolves from Ponyta. Stomp. 20 damage. Flip a coin. If heads, add 10 damage. Agility. 30 damage. Flip a coin. If heads, prevent all effects of attacks and damage done to Rapidash next turn.

Rhydon Fighting 100 Grass Grass U
Stage 1. Evolves from Rhyhorn. Horn Attack. Does 30 damage. Ram. Does 50 damage. Rhydon does 20 damage to itself. If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon.

Rhyhorn Fighting 70 Grass Fighting C
Leer. Flip a coin. If it is heads, the Defending Pokémon can't attack Rhyhorn during your opponent's next turn.
Horn Attack. Does 30 damage.

Scyther Grass 70 Fire R,H
Sword Dance. Next turn, Scyther's Slash attack's damage is 60 instead of 30. Slash. 30 damage.

Seaking Water 70 Grass U
Stage 1. Evolves from Goldeen. Horn Attack. Does 10 damage. Waterfall. Does 30 damage.

Snorlax Psychic 90 Fighting R,H
Pokémon Power: Thick Skinned. Snorlax can't become Asleep, Confused, Paralyzed, or Poisoned. This power can't be used if Snorlax is already Asleep, Confusedd, or Paralyzed. Body Slam. Does 30 damage. Flip a coin. If heads, the Defending Pokémon is now paralyzed.

Spearow Colorless 50 Lightning C
Peck. Does 10 damage. Mirror Move. If Spearow was attacked last turn, do the final result of that attack on Spearow to the Defending Pokémon.

Tauros Colorless 60 Fighting U
Stomp. Does 20 damage. Flip a coin. If it is heads, add 10 damage. Rampage. Does 20 damage plus 10 more damage for each damage counter on Tauros. Flip a coin. If it is tails, Tauros is now confused.

Vaporean Water 80 Lightning R,H
Stage 1. Evolves from Eevee. Quick Attack. Does 10 damage. Flip a coin. If it is heads, add 20 damage.
Water Gun. Does 30 damage plus 10 more damage for each Energy attached to Vaporean but not used to pay for this attack's Energy cost. Extra Energy after the second doesn't count.

Venomoth Psychic 70 Fire Grass R,H
Stage 1. Evolves from Venonat. Pokémon Power: Shift. Once during your turn (before you attack), you may change the type of Venomoth to the type of any other Pokémon in play other than Colorless. This power can't be used if Venomoth is Asleep, Confused, or Paralyzed.
Venom Powder. Does 10 damage. Flip a coin. If heads, the Defending Pokemon is Poisoned and Confused.

Venonat Psychic 40 Fire Grass C
Stun Spore. Does 10 damage. Flip a coin. If it is heads, the Defending Pokémon is now paralyzed. Leech Life. Does 10 damage. Remove a number of damage counters from Venonat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance).

NAME	TYPE	HP	WEAK	RES	RET	CR

Victreebel 60 R,H

Stage 2. Evolves from Weepinbell. Lure. If your opponent has any Benched Pokémon, choose 1 of them and switch it with his or her Active Pokémon. Acid. Does 10 damage. Flip a coin. If it is heads, the Defending Pokémon can't retreat next turn.

Vileplume 60 R,H

Stage 2. Evolves from Gloom. Pokémon Power: Heal. Once during your turn (before your attack), you may flip a coin. If heads, remove 1 damage counter from 1 of your Pokémon. This power can't be used if Vileplume is Asleep, Confused, or Paralyzed. Petal Dance. Flip 3 coins. Does 40 damage times the number of heads. Vileplume is now Confused.

Weepinbell 70 U

Stage 1. Evolves from Bellsprout. Poisonpowder. Does 10 damage. Flip a coin. If it is heads, Defending Pokémon is Poisoned. Razor Leaf. Does 30 damage.

Wigglytuff 80 R,H

Stage 1. Evolves from Jigglypuff. Lullaby. The Defending Pokémon is now Asleep. Do the Wave. Does 10 damage plus 10 more damage for each of your Benched Pokémon.

JUNGLE TRAINERS

Poké Ball C

Flip a coin. If it is heads, you may search your deck for any Basic Pokémon or Evolution card. Show that card to your opponent, then put it into your hand. Shuffle your deck afterward.

FOSSIL POKEMON

Aerodactyl 60 R,H

Stage 1. Evolves from Fossil. Pokémon Power: Primitive Power. No Pokémon can evolve as long as Aerodactyl is in play. Does not affect Pokémon that are already evolved. If Aerodactyl is Asleep, Paralyzed, or Confused, this power goes away. Wing Shot. Does 30 damage.

Arbok 60 U

Stage 1. Evolves from Ekans. Warning Shot. Does 10 damage. Flip a coin. If it is heads, exchange the defending Pokémon with one of your opponent's Benched Pokémon. Opponent chooses. If opponent has no Benched Pokémon, this power cannot be used. Poison Fangs. Does 20 damage. Defending Pokémon is now Poisoned.

Articuno 70 R,H

Freezedry. Does 30 damage. Flip a coin. If it is heads, the defending Pokémon is now Paralyzed. Snowstorm. Does 50 damage. Flip a coin. If it is heads, does 10 damage to all of your opponent's Benched Pokémon. If it is tails, does 10 damage to all Pokémon on your Bench.

Cloyster 50 U

Stage 1. Evolves from Shellder. Shell-Pinch. Flip a coin. If it is heads, the defending Pokémon is now Paralyzed and takes 30 damage. Thorn Cannon. Flip two coins. Does 30 damage times the number of heads.

Ditto 50 R,H

Pokémon Power: Transformation. As long as this card is active, it is used exactly the same as your opponent's defending Pokémon. Furthermore, any Energy cards that are attached to Ditto can be used as any color Energy. When Ditto is Asleep, Paralyzed, or Confused, this power cannot be used. Evolutions cannot be attached to Ditto.

Dragonite 100 R,H

Stage 1. Evolves from Dragonair. Pokémon Power: Rush to Support. This power must be used while Dragonite is on the Bench. Exchange Dragonite with your active Pokémon. When Dragonite is Asleep, Paralyzed, or Confused, this power cannot be used. Slam. Flip 2 coins. Does 40 damage times the number of heads.

NAME	TYPE	HP	WEAK	RES	RET	CR

Ekans 40 C

Poison. Flip a coin. If it is heads, the defending Pokémon is Poisoned. Wrap Around. 20 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.

Gastly 50 U

Lick. Does 10 damage. Flip a coin. If heads, defending Pokémon is now Paralyzed. Energy Conversion. Select up to two Energy cards from your discard pile, and add them to your hand. Does 10 damage to Gastly.

Gengar 80 R,H

Stage 2. Evolves from Haunter. Pokémon Power: Curse. Once per turn you may select one damage counter attached to an opponent's Pokémon and attach it to another one of your opponent's Pokémon. When Gengar is Asleep, Paralyzed, or Confused, this power cannot be used. Night Shade. Does 30 damage. Select one of opponent's Benched Pokémon and do 10 damage to it.

Geodude 50 C

Continuous Stone-Throw. Keep flipping a coin until you get tails. Does 10 damages times the number of heads you flipped before getting a tails.

Golbat 60 U

Stage 1. Evolves from Zubat. Wingslap. Does 30 damage. Bloodsuck. Does 20 damage. After dealing damage to the defending Pokémon, remove damage counters from Golbat equal to the amount of damage dealt.

Golduck 70 U

Stage 1. Evolves from Psyduck. Willpower. Flip a coin. If it is heads, the defending Pokémon becomes Paralyzed. Light Beam of Distraction. Does 20 damage. Select one Energy Card that is attached to the defending Pokémon, and opponent must discard it. When defending Pokémon has no Energy Cards, this power cannot be used.

Golem 80 U

Stage 2. Evolves from Graveler. Rolling Rock. Does 60 damage. Self-Destruct. Does 100 damage and does 100 damage to itself. Does 20 damage to all benched Pokémon on both sides.

Graveler 60 U

Stage 1. Evolves from Geodude. Harden. Reduce all damage of 30 and below received by Graveler during your opponent's next turn to 0. Rockslide. 40 damage.

Grimer 50 C

Sticky. Does 10 damage. Flip a coin. If it is heads, the defending Pokémon is now Paralyzed. Shrink. Reduce the damage received by Grimer next turn by 20. (Effects other than damage are received as is.)

Haunter 50 R,H

Stage 1. Evolves from Gastly. Pokémon Power: Transparency. When Gastly receives damage or effects, flip a coin. If it is heads, Haunter does not receive the damage or effects. This power goes away when Haunter is Asleep, Paralyzed, or Confused. Nightmare. Does 10 damage. Puts the defending Pokémon to Sleep.

Hitmonlee 60 R,H

Extension Kick. Select one Pokémon from your opponent's Bench and do 20 damage to it. If your opponent has no Benched Pokémon, this power cannot be used. Flying Kneeslam. Does 50 damage.

Horsea 40 C

Smokescreen. Does 10 damage. If the defending Pokémon attempts to attack next turn, opponent must flip a coin. If it heads, the attack fails.

Hypno 90 R,H

Stage 1. Evolves from Drowzee. Future View. Look at up to three cards on the top of your or your opponent's deck, and replace them in any order. Night Shade. Does 30 damage. Select one of opponent's Benched Pokémon, and do 10 damage to it

NAME	TYPE	HP	WEAK	RES	RET	CR

Kabuto 30 C

Stage 1. Evolves from Fossil. Pokémon Power: Kabuto Armor. Reduce all damage received by Kabuto by half. When Kabuto is Asleep, Paralyzed, or Confused, this power cannot be used. Claw. Does 10 damage.

Kabutops 60 R,H

Stage 1. Evolves from Kabuto. Sharp Scythe. Does 30 damage. Drain. Does 40 damage. Remove damage counters from Kabutops equal to half of the damage it does to the defending Pokémon.

Kargo 70 U

Watergun. Does 10 damage plus 10 more damage for each Energy attached to Kargo but not used to pay for this attack's cost. Extra Energy after the second doesn't count. Thorn Cannon. Flip two coins. Does 30 damage times the number of heads.

Kingler 60 U

Stage 1. Evolves from Krabby. Struggle. Does 10 damage times the number of damage counters on Kingler. Crab Hammer. Does 40 damage.

Krabby 50 C

Calling Friends. Find a Krabby card in your deck and put it on the Bench. Then shuffle your deck thoroughly. If there is no room on your bench, this power cannot be used. Pinch. Does 20 damage.

Lapras 80 R,H

Watergun. Does 10 damage plus 10 more damage for each Energy attached to Lapras but not used to pay for this attack's Energy cost (max. 2). Mysterious Light. Does 10 damage. Flip a coin. If heads, defending Pokémon becomes Confused.

Magmar 70 U

Smokescreen.
Does 10 damage. If defending Pokémon attempts to attack next turn, opponent must flip a coin. If it is tails, the attack fails. Smog. Does 20 damage. Flip a coin. If heads, defending Pokémon is now Poisoned.

Magneton 80 R,H

Stage 1. Evolves from Magnemite. Sonic Boom. Does 20 damage. Sonic Boom does damage regardless of weakness or resistance. Self Destruct. Does 100 damage. Magneton does 100 damage to itself. Also does 20 damage to Benched Pokémon on both sides.

Mew 70 H

Psycho Wave. Does 10 damage times the number of Energy cards attached to the defending Pokémon. Degenerate Beam. Choose any evolved Pokémon in play and shuffle it back into its owner's deck.

Moltres 70 R,H

Mountainfire. Discard as many Fire Energy cards as you like. Then, take the same number of cards from the top of your opponent's deck and put them in your opponent's Trash. Godbird. Does 80 damage. Flip a coin. If it is tails, the power fails.

Muk 70 R,H

Stage 1. Evolves from Grimer. Pokémon Power: Chemical Transformation Gas. No Pokémon can use its Pokémon Power as long as Muk is in the play area, and the effects of Pokémon Powers go away as well. This power goes away when Muk is Asleep, Paralyzed, or Confused. Sludge Attack. Does 30 damage. Flip a coin. If it is heads, defending Pokémon is now Poisoned.

Omanyte 40 C

Stage 1. Evolves from Fossil. Power: Clairvoyance. As long as Omanyte is in play, your opponent must play face up. When Omanyte is Paralyzed, Asleep or Confused, this power cannot be used. Watergun. Does 10 damage plus 10 more damage for each Energy attached to Omanyte but not used to pay for attack's cost (max.2).

NAME	TYPE	HP	WEAK	RES	RET	CR
Psyduck		50				C

Headache. Opponent cannot use Trainer cards during his next turn. Claw. Flip three coins. Does 10 damage times the number of heads.

Raichu		90				R,H

Stage 1. Evolves from Pikachu. Giga Spark. Does 30 damage. Select up to three of opponent's Benched Pokémon and do 10 damage to each.

Sandslash		70				U

Stage 1. Evolves from Sandshrew. Slash. Does 20 damage. Claw. Flip three coins. Does 20 damage times the number of heads.

Seadra		60				U

Stage 1. Evolves from Horsea. Watergun. Does 20 damage plus 10 more damage for each Energy attached to Seadra but not used to pay for this attack's Energy cost (max. 2). High Speed Movement. Does 20 damage. Flip a coin. If it is heads, Seadra will not be damaged or affected next turn.

Shellder		30				C

Supersonic Waves. Flip a coin. If it is heads, the defending Pokémon is now Confused. Shell Closes. Flip a coin. If it is heads, any damage received by Shellder during your opponent's next turn is reduced to 0.

Slowbro		60				U

Stage 1. Evolves from Slowpoke. Pokémon Power: Weirdo. As long as Slowbro is not Knocked Out, remove as many damage counters as you like from your Pokémon that are in play and attach them to Slowbro. When Slowbro is Asleep, Paralyzed, or Confused, this power cannot be used. Willpower. Does 20 damage. Flip a coin. If it is heads, the defending Pokémon is now Paralyzed.

Slowpoke		50				C

Headbutt. Does 10 damage. Forgetfulness. Select one of the defending Pokémon's powers. During your opponent's next turn, that power cannot be used.

Tentacool		30				C

Pokémon Power: Wimpiness. Any time during your turn, this card can be returned to your hand. If it's returned, discard all damage counters and other cards that are attached to this card. This power cannot be used the turn Tentacool comes into play. If Tentacool is Asleep, Paralyzed, or Confused, this power cannot be used. Ghost Juice. Does 10 damage.

Tentacruel		60				U

Stage 1. Evolves from Tentacool. Supersonic Waves. Flip a coin. If it is heads, the defending Pokémon is now Confused. Jellyfish Sting. Does 10 damage. The defending Pokémon is now Poisoned.

Weezing		60				U

Stage 1. Evolves from Koffing. Smog. Does 20 damage. Flip a coin. If it is heads, the defending Pokémon becomes Poisoned. Self-Destruct. Does 60 damage. Weezing does 60 damage to itself. Also does 20 damage to each Benched Pokémon on both sides.

Zapdos		80				R,H

Thunderstorm. Does 40 damage. Flip a coin for each of your opponent's Benched Pokémon. Each Pokémon that gets a heads receives 20 damage. Zapdos does 10 damage times the number of tails to itself.

Zubat		40				C

Supersonic Waves. Flip a coin. If it is heads, the defending Pokémon is now Confused. Bloodsuck. Does 10 damage. After doing damage to the defending Pokémon, remove damage counters from Zubat equal to the amount of damage dealt.

FOSSIL TRAINERS

Energy Search C

Select one basic Energy from your deck. Add it to your hand.

NAME	TYPE	HP	WEAK	RES	RET	CR
Fossil						C

When in play, Fossil is treated as a basic Pokémon with 10 HP. You may attach Evolved cards that say "Evolve From Fossil" to this card. As long as the card has no Evolved cards attached to it, it cannot be Knocked Out. You may discard it whenever you like during your turn.

Gambler C

Return all cards in your hand to your deck, and shuffle your deck thoroughly. Flip a coin. If it is heads, draw 8 cards. If it is tails, draw one card.

Mr. Fuji U

Old Man Fuji. Select one of your Benched Pokémon and return it (and all cards that are attached to it) to your deck.

Recycle C

Recycle. Flip a coin. If it is heads, select one card from your discard pile and put it on the top of your deck.

TEAM ROCKET POKEMON

Abra		40				C

Disappear. Remove all damage counters and discard all cards attached to Abra. Then return this card to your deck and shuffle. Psychic Power. Does 10 damage. Flip a coin. If it is heads, the defending Pokémon is now Paralyzed.

Charmander		40				C

Pokémon Power: Fire-Taking. Can be used once per turn. You can discard one Energy card that is attached to a Pokémon in your play area, and attach it to this card. When Charmander is Asleep, Paralyzed, or Confused, this power cannot be used. Flare. Does 20 damage.

Diglett		40				C

Tunnel. Does 10 damage to any one Pokémon on opponent's bench. Claw. Does 20 damage.

Dratini		40				C

Wrap. Does 10 damage. Flip a coin. If heads, defending Pokémon is now Paralyzed.

Drowzee		50				C

Pokémon Power: Remote Hypnosis. *This power can be used once during your turn. Flip a coin. If it is heads, the defending Pokémon is put to Sleep. If it is tails, your active Pokémon is put to sleep. When this card is Asleep, Paralyzed, or Confused, this power cannot be used.* Nightmare. *Does 10 damage. The defending Pokémon is put to Sleep.*

Eevee		40				C

Bodyslam. *Does 10 damage.* Sand-Kick. Does 10 damage. *When the defending Pokémon is affected by Sand-Kick, your opponent must flip a coin when the Pokémon uses its power on the next turn. If tails, its power will fail.*

Ekans		50				C

Bite. Does 10 damage. Poison Fangs. Does 20 damage. Flip a coin. If it is heads, the defending Pokémon is Poisoned.

"Evil" Alakazam		60				H

Stage 2. Evolves from Kadabra. Teleport Blast. Does 30 damage. You may then select one of your Benched Pokémon and exchange it with this card. Mindshock. Does 40 damage (weakness and resistance do not apply).

"Evil" Arbok		60				H

Stage 1. Evolves from Ekans. Shock-Eye. Select one Pokémon from opponent's play area and do 10 damage to it. The Defending Pokémon cannot use any powers until your opponent's next turn. Poison Spray. Does 10 damage. Poisons defending Pokémon. Also does 10 damage to all of your opponent's benched Pokémon.

"Evil" Blastoise		70				H

Stage 2. Evolves from Wartortle. Hydro-Cannon. Does 30 damage. Add 20 damage for each extra Energy cards attached to Blastoise that is not used to pay for this attack, up to two. Rocket Tackle. Does 40 damage and 10 to itself. Flip a coin. If it is heads, Blastoise takes no damage next turn.

NAME	TYPE	HP	WEAK	RES	RET	CR
"Evil" Charizard		[illegible]				H

Stage 2. Evolves from Charmeleon. Tail-Slap. Does 30 damage. Fireball. Does 70 damage. Flip a coin. If it is tails, this power will fail. If it is heads, discard one Fire Energy card attached to this Pokémon.

"Evil" Charmeleon		50				

Stage 1. Evolves from Charmander. Tail-Slap. Does 20 damage. Fireball. Does 70 damage. Flip a coin. If it is tails, this power will fail. If it is heads, discard one fire Energy card attached to this Pokémon.

"Evil" Dragonair		60				U

Stage 1. Evolves from Dratini. Pokémon Power: Evolution Light. Can be used once during your turn. Select an evolved card from your deck. After showing it to the other player, add it to your hand. Afterwards, shuffle the deck thoroughly. When this Pokémon is Asleep, Paralyzed, or Confused, this power cannot be used. Tail Poke. Does 20 damage. Flip a coin. If it is heads, add 20 damage.

"Evil" Dragonite		70				H

Stage 2. Evolves from Dragonair. Pokémon Power: *Calling One's Men. This power can only be used once after the card is put into play. Select up to two basic Pokémon cards from your deck and put them on your bench. Afterwards, shuffle your deck thoroughly.* Giant Tail. *Does 70 damage. Flip a coin. If it is tails, this power will fail.*

"Evil" Dugtrio		50				H

Stage 1. Evolves from *Diglett. Pokémon Power: Pitfall. When your opponent's active Pokémon retreats, your opponent must flip a coin. If it is tails, do 20 damage to the retreating Pokémon (weakness and resistance do not apply). When Evil Dugtrio is Asleep, Paralyzed, or Confused, this power cannot be used.* Push Off. *Does 20 damage. Have opponent flip a coin. If it is tails, add 20 damage.*

"Evil" Electrode		60				U

Stage 1. Evolves from Voltorb. Rolling Tackle. *Does 10 damage.* Energy Bomb. *Does 30 damage. Take all energy cards that are attached to this card and attach them to your Benched Pokémon however you like. (If you have no Benched Pokémon, then discard all the energy cards.)*

"Evil" Flareon		50				U

Stage 1. Evolves from Eevee. Rage. *Does 10 damage. Add damage equal to 10 times the number of damage counters attached to Evil Flareon.* Fire-Play. *Does 30 damage. Flip a coin. If it is heads, add 20 damage and discard one fire Energy card attached to Evil Flareon.*

"Evil" Gloom		50				U

Stage 1. Evolves from Oddish. Pokémon Power: Stinky Pollen. Can be used once during your turn. Flip a coin. If it is heads, the defending Pokémon is now Confused. If it is tails, your active Pokémon is now Confused. When this card is Asleep, Paralyzed, or Confused, this power cannot be used. Foul Gas. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is Poisoned; if tails, it is Confused.

"Evil" Golbat		50				H

Stage 1. Evolves from Zubat. Pokémon Power: Secret Bite. Can only be used once, when card is put into play. Does 10 damage to any one Pokémon on opponent's bench. Fluttering. 20 damage to one Pokémon on opponent's bench.

"Evil" Golduck		60				U

Stage 1. Evolves from Psyduck. Third Eye. Discard one Energy card attached to Evil Golduck in order to use this power. Draw three cards from your deck. Super Psychic Power. Does 50 damage.

"Evil" Gyarados		70				H

Stage 1. Evolves from Magikarp. Pokémon Power: Final Beam. This power can be when this card is Knocked Out by an opponent's Pokémon. Flip a coin. If heads, does 20 damage times the number of Water Energy cards attached to this card on the Pokémon that Knocked Out Gyarados. This power can't be used when this Pokémon is Asleep, Poisoned, or Paralyzed. Freeze Beam. 30 damage. Flip a coin. If heads, defending Pokémon is Paralyzed.

NAME	TYPE	HP	WEAK	RES	RET	CR
"Evil" Hypno		60				H

Stage 1. Evolves from Drowzee. Psycho-Punch. Does 20 damage. Bench Manipulation. Does 20 damage. Have your opponent flip a number of coins equal to his number of Benched Pokémon. Does 20 damage times the number of tails. This power is not affected by weakness or resistance.

"Evil" Jolteon 50 U

Stage 1. Evolves from Eevee. Thunder Flash. Does 20 damage. Thunder Attack. Does 30 damage. Flip a coin. If it is heads, the defending Pokémon is now Paralyzed. If it is tails, Evil Jolteon does 10 damage to itself.

"Evil" Kadabra 50 U

Stage 1. Evolves from Abra. Pokémon Power: Barter System. Can be used once during your turn. Select one card from your hand and discard it. Then, draw one card from your deck. When Evil Kadabra is Asleep, Paralyzed, or Confused, this power cannot be used. Mindshock. Does 30 damage. The damage caused by this power is not affected by the defending Pokémon's weakness or resistance.

"Evil" Machamp 70 H

Stage 2. Evolves from Machoke. Megaton Punch. Does 30 damage. Yank Out. Return the defending Pokémon and all attached cards to your opponent's deck, and shuffle. If opponent has no benched cards, this power cannot be used.

"Evil" Machoke 60 U

Stage 1. Evolves from Machop. Drag Out. Does 20 damage. Before doing damage, select one of your opponent's benched Pokémon and exchange it with the defending Pokémon. (The damage is done to the new defending Pokémon.) Knock Flying. Does 30 damage. Exchange the defending Pokémon with one of your opponent's benched Pokémon. Your opponent chooses. (If your opponent has no Benched Pokémon, these cannot be used.)

"Evil" Magneton 60 H

Stage 1. Evolves from Magnemite. Sonic Boom. Does 20 damage. The damage caused by this power is not affected by the defending Pokémon's weakness or resistance. Magnetic Lines. Does 30 damage. Select one of the Energy cards (except for special Energy cards) that is attached to the defending Pokémon. Then, select one of your opponent's Benched Pokémon and attach the Energy card to it instead. (If your opponent has no benched Pokémon, this power has no effect.)

"Evil" Muk 60 U

Stage 1. Evolves from Grimer. Pokémon Power: Sticky Liquid. As long as this card is in play, your opponent's active Pokémon must discard two Energy cards if they want to retreat. When this card is Asleep, Paralyzed, or Confused, this power disappears. Sludge-Punch. Does 20 damage. Poisons the defending Pokémon.

"Evil" Persian 60 C

Stage 1. Evolves from Meowth. Temptation. Flip a coin. If it is heads, select a single Pokémon from opponent's bench and exchange it with his active Pokémon. Poison Claws. Does 10 damage. Flip a coin. If it is heads, the defending Pokémon is Poisoned.

"Evil" Primeape 60 U

Stage 1. Evolves from Mankey. Pokémon Power: Violence. When this card is Confused, add 30 to the damage done to the defending Pokémon. Rage. Does 40 damage. After dealing damage, Evil Primeape is now Confused.

"Evil" Rapidash 60 C

Stage 1. Evolves from Ponyta. Back-Kick. Does 20 damage. Column of Fire. Does 30 damage. You may discard one fire Energy attached to Rapidash to do 10 damage to one of your opponent's Pokémon.

"Evil" Raticate 50 C

Stage 1. Evolves from Rattata. Gnaw. Does 20 damage. Killer Buckteeth. Does 50 damage. Flip a coin. If it is tails, this attack fails.

NAME	TYPE	HP	WEAK	RES	RET	CR
"Evil" Slowbro		60				H

Stage 1. Evolves from Slowpoke. Pokémon Power. Pull Up. This power can be used once, when this card is put into play. Select up to two Pokémon or Evolved cards from your Discard and add them to your hand. Whimsical Attack. 40 damage. Flip a coin. If tails, this power fails.

"Evil" Vaporeon 60 U

Stage 1. Evolves from Eevee. Bite. Does 30 damage. Sea Swirl. Does 20 damage. Select one Energy card attached to defending Pokémon and discard it.

"Evil" Vileplume 60 H

Stage 2. Evolves from Gloom. Pokémon Power: Allergy Pollen. As long as this card is in play, no one can use Trainer cards. When Evil Vileplume is Asleep, Paralyzed, or Confused, this power goes away. Swirling Petals. Flip three coins. Does 30 damage times the number of heads. If there are more than two heads, Vileplume is now confused.

"Evil" Wartortle 60 U

Stage 1. Evolves from Squirtle. Shell-Attack. 20 damage.

"Evil" Weezing 60 H

Stage 1. Evolves from Koffing. Everyone Explodes. Does 20 damage times the number of Koffing, Weezing, and Evil Weezing on both sides. Then causes 20 damage on each Koffing, Weezing, and Evil Weezing on both sides. Numbing Gas. Does 20 damage. Flip a coin. If it is heads, the defending Pokémon is now Poisoned. If it is tails, the defending Pokémon is now Paralyzed.

Grimer 40 C

Poison Gas. Poisons the defending Pokémon. Sticky. Does 10 damage. Flip a coin. If it is heads, add 20 damage and Paralyze the defending Pokémon.

Koffing 40 C

Bodyslam. Does 10 damage. Poison Gas. Does 20 damage. Flip a coin. If it is heads, the defending Pokémon is now poisoned.

Machop 50 C

Punch. Does 20 damage. Kick. 30 damage.

Magikarp 30 C

Jump Around. Does 10 damage. Evolved Swimming Upstream. You may select one card that will evolve from Magicarp from your deck, and attach it to this card. Then, shuffle your deck thoroughly.

Magnemite 40 C

Bodyslam. Does 20 damage. Linear Magnetic Force. Does 10 damage. Add 10 damage for each Magnemite, Magneton and Evil Magneton on your bench.

Mankey 40 C

Mischief. Shuffle your opponent's deck. Anger. Does 20 damage. Flip a coin. If it is heads, add 20 damage.

Meowth 40 C

Gold Coin Toss. Flip a coin. If it is heads, does 20 damage to any one Pokémon on opponent's bench.

Oddish 50 C

Sleeping Powder. Puts the defending Pokémon to Sleep. Poison Powder. Poisons the defending Pokémon.

Ponyta 50 C

Spark. Does 30 damage. Discard one fire Energy card attached to Ponyta in order to use this attack.

Porygon 40 C

Texture 1. Switch the weakness of a defending Pokémon with any color other than colorless. The effect ends when the defending Pokémon retreats. Psychic Lightbeam. Does 20 damage. Flip a coin. If it is heads, the defending Pokémon is now confused.

Psyduck 50 C

Dizzy. Draw one card from your deck. Watergun. Does 20 damage. If Psyduck has more water Energy than necessary to use this power, add 10 damage for each extra water energy card (up to two).

NAME	TYPE	HP	WEAK	RES	RET	CR
Rattata		40				C

Pokémon Power: Mischief-Making. Can be used once during your turn. Select one of your prizecards and exchange it with the card on the top of your deck. When Rattata is Asleep, Paralyzed, or Confused, this power cannot be used. Lighting Discharge. Does 10 damage. Flip a coin. If it is heads, add 10 damage.

Slowpoke 50 C

Sunbathe. You may select one Double Colorless Energy card from your deck and attach it to this card. Afterwards, shuffle your deck. Headbutt. Does 10 damage.

Squirtle 50 C

Shell-Attack. Does 20 damage.

Voltorb 40 C

Speedball. Does 20 damage.

Zubat 40 C

Hit. Does 10 damage. Bite. Does 20 damage.

TEAM ROCKET TRAINERS

Fake Okido's Revenge U

This card cannot be used unless you select one card from your hand and discard it. Your opponent must return all cards in his hand to his deck and shuffle thoroughly. Then he must draw four new cards for his hand.

Heeere's the Rocket Patrol! UR (Holo-foil)

Reveal all prize cards on both players' sides. (Keep the cards visible until the round is over.)

Nighttime Garbage Collection C

Select up to three Pokémon, Evolution, or Energy cards (except for special Energy cards) from your discard pile. After showing them to the other player, add them to your deck. Then shuffle your deck thoroughly.

Rocket Girl H

Look at your opponent's hand. If there are any Trainer cards in it, select one and have your opponent return it to his deck. Then, shuffle the deck thoroughly.

Sleep! Sleep! C

Flip a coin. If it is heads, defending Pokémon is put to Sleep.

Spread the Sticky Gas C

Until your opponent's next turn is over, none of the Pokémon can use their Pokémon Powers, and continuous effects go away as well.

The Battle Zone is Cratered! C

Both players take turns flipping a coin. 10 damage is does to the active Pokémon of whichever player flips tails first (weakness and resistance do not apply). Whoever plays this card flips the coin first.

The Boss' Way U

Select one card that allows evolution into a bad Pokémon from your deck. After showing it to the other player, add it to your hand. Afterwards, shuffle your deck thoroughly.

Throwing Down the Gauntlet: The Challenge! U

Ask your opponent if he will take your challenge. If he does not accept, you may draw two cards from your deck. If he does accept your challenge, each player draws as many Pokémon as they like (except for evolved cards) from their respective decks and places them on the Bench. (Until the selection is finished, the selected Pokémon cards must be left face down.) Afterwards, shuffle the decks thoroughly.

TEAM ROCKET ENERGY

Fix Anything Combination Energy C

Treat this card as a single Colorless Energy card of any color. When you play this card from your hand and attach it to a Pokemon, it completely cures the Pokemn from being Poisoned, Asleep, Paralyzed, or Confused.

Rainbow Energy H

You may use this card as a Basic Energy card of any color. When you remove this card from your hand and attach it to a Pokemon, it does 10 damage to the Pokemon.

NAME	TYPE	HP	WEAK	RES	RET	CR

Wound Healing Combination Energy C

Treat this card as a single Colorless Energy card. When you remove this card from your hand and attach it to a Pokemon, remove one damage counter from that Pokemon.

GYM LEADERS POKEMON

This listing includes all cards from *Gym Leaders* decks #1-6 and the first *Gym Leaders* expansion set.

Blaine's Arcanine 90 F

Stage 1. Evolves from Growlithe. Heat Tackle. Does 40 damage. Blaine's Arcanine does 10 damage to itself. Firestorm. Does 120 damage. You must discard three Fire Energy cards attached to Blaine's Arcanine in order to use this attack.

Blaine's Charmander 50 F

Fire Tail. Does 20 damage. Flip a coin. If it tails, discard one Energy card attached to Charmander.

Blaine's Dodrio 70 F

Stage 1. Evolves from Doduo. Power Yell. Does 50 damage. Flip a coin. If it is tails, this attack does nothing.

Blaine's Doduo 50 F

Kick. Does 20 damage. Flip a coin. If it is tails, this attack does nothing. Revenge. Does 10 damage times the number of damage counters on Blaine's Doduo.

Blaine's Growlithe 50 F

Shaking Off. Does 10 damage. Fire Tackle. Does 30 damage. Growlithe does 10 damage to itself.

Blaine's Growlithe 60 F

Give. Search your deck for a Energy card and attach it to Blaine's Growlithe. Shuffle your deck afterwards. Bearing Down. Does 20 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Blaine's Magmar 60 F

Firebreath. Does 10 damage. Flip a coin. If it is heads, this attack does an addition 10 damage. Magma. Discard 5 cards from the top of your deck. This attack does 20 damage times the number of Energy cards discarded this way.

Blaine's Ninetales 60 F

Stage 1. Evolves from Vulpix. Pokemon Power: Blaze Recovery. For each Energy card attached to Blaine's Ninetales, remove one damage from Blaine's Ninetales. This power can't be used if Blaine's Ninetales is Asleep, Paralyzed or Confused. Burning Heat. Does 50 damage. Flip a coin. If it is tails, discard all Energy cards attached to Blaine's Ninetals.

Blaine's Ponyta 40 F

Quick Attack. Does 20 damage. Flip a coin. If it is heads, prevent all damage from attacks to Blaine's Ponyta during your opponent's next turn.

Blaine's Ponyta 50 F

Kick Away. Does 20 damage. Flip a coin. If it is heads, choose one of your benched Pokémon and exchange it with Blaine's Ponyta.

Blaine's Rapidash 70 F

Stage 1. Evolves from Ponyta. Flare. Does 20 damage. Stamping Crush. Does 30 damage. Flip a coin. If it is heads, this attak does 10 damage to one of your opponent's benched Pokémon.

Blaine's Vulpix 50 F

Bite. Does 10 damage. Gathering. Flip three coins. For each results of heads, return 1 Energy card in your discard pile to your hand.

Blaine's Vulpix 40 F

Pokémon Power: Natural Healing. This power can be used once per turn. Remove one damage counter from Blaine's Vulpix. This power can't be used if Blaine's Vulpix is Asleep, Confused or Paralyzed. Misleading Tail. Does 20 damage. Flip a coin. If it is heads, the Defending Pokémon is now Confused.

NAME	TYPE	HP	WEAK	RES	RET	CR

Brock's Diglett 40 C

Sneak Attack. Does 20 damage. Flip a coin. If it is tails, this power fails. Mini-Earthquake. Does 40 damage. Also does 10 damage to each of your Benched Pokémon.

Brock's Geodude 40 C

Call for Help. Flip a coin. If it is heads, you may select any one of Brock's Pokémon from your deck (except Evolved cards) and add it to your Bench. Afterwards, shuffle your deck thoroughly. If you have no room on your bench, this power cannot be used. Spiral Shot. Does 20 damage. Damage caused by this power is not affected by resistance.

Brock's Geodude 50 C

Throw Stones. Flip three coins. Does 10 damage times the number of heads.

Brock's Geodude 50 F

Bodyslam. Does 10 damage. Longshot. Select one of your opponent's Benched Pokémon. Then, flip a coin. If it is heads, does 30 damage to the selected Pokémon.

Brock's Golbat 70 U

Stage 1. Evolves from Zubat. Speed Flight. Does 20 damage. Revolving Flight. Do 10 damage to the defending Pokémon and all of your opponent's Benched Pokémon.

Brock's Golem 90 H

Rockslide. Does 20 damage. Select up to 3 of opponent's Benched Pokémon, and deal 10 damage to each. Land-Crash. Does 50 damage.

Brock's Graveler 70 F

Stage 1. Evolves from Geodude. Throw Rocks. Flip three coins. Does 20 damage times the number of heads.

Brock's Graveler 70 U

Stage 1. Evolves from Geodude. Bodyslam. Does 20 damage. Explode. Does 50 damage. Also does 50 damage to Graveler and 10 damage to all Benched Pokémon . If there are Stadium cards in play, discard them.

Brock's Lickitung 80 U

Tongue-Slap. Does 20 damage. *Slam. Flip two coins. Does 30 damage times the number of heads.*

Brock's Mankey 40 F

Tease. Select one of *your opponent's Benched Pokémon* and exchange it with the *defending Pokémon*. Flying Kick. Does 10 damage.

Brock's Mankey 40 C

Waste Time. Shuffle your deck thoroughly. Karate Chop. *Does 40 damage. The damage caused by this power is reduced by 10 times the number of damage counters attached to Brock's Mankey.*

Brock's Ninetails 70 H

Stage 1. Evolves from Vulpix. Pokémon Power: Transform. This power may be used once per turn. Select any Evolved card from your hand and attach it to this card. Then use Ninetales in the same way as the attached Evolved card. During your turn, you may also remove the attached Evolved card, discard it, and return to using this card as Brock's Ninetales. When Ninetales is Asleep, Paralyzed, or Confused, this power cannot be used, and the card reverts back to being Brock's Ninetales (and any attached cards are discarded). Will O' Wisp. Does 30 damage.

Brock's Onix 70 F

Constrict. Does 20 damage. Flip a coin. If it is heads, the defending Pokémon is Paralyzed. Underground Movement. Select up to two of your opponent's Benched Pokémon, and do 20 damage to each. Brock's Onix cannot use this power again next turn.

Brock's Onix 100 C

Growl. Flip a coin. If it is heads, the defending Pokémon is Paralyzed. Rock-Drop. Does 30 damage.

Brock's Primeape 70 U

Stage 1. Evolves from Mankey. Pokémon Power: Run Away. This power operates when Primeape's remaining hit points reach 10. Return this card and all attached cards to your deck. This power cannot be used when Primeape is Asleep, Paralyzed, or Confused. Berserk. Does 60 damage.

NAME	TYPE	HP	WEAK	RES	RET	CR

Does 20 damage to Primeape. If there are any Stadium cards in play, discard them.

Brock's Rhydon 80 H

Stage 1. Evolves from Rhyhorn. Pokémon Power: Bench Guard. When this card is on the Bench, this power can be used once each time your Benched Pokémon receive damage. This card takes 10 damage from the attack on behalf of the other card. (When two or more of your Benched Pokémon receive damage, this power can be used once for each Pokémon). Lariat. Does 70 damage. Flip a coin. If tails, this power fails.

Brock's Rhyhorn 60 F

Horn-Throw. Does 20 damage. After dealing damage, switch the defending Pokémon with one of your opponent's Benched Pokémon. Your opponent selects which Pokémon. Charge. Does 40 damage. Does 10 damage to Rhyhorn as well.

Brock's Rhyhorn 70 C

Drill-Tackle. Does 70 damage. Flip two coins. If at least one is tails, this power fails.

Brock's Sandshrew 40 F

Curl Up. Flip a coin. If it is heads, this *card receives no* damage next turn. (Effects other than *damage are received* as is.) Ball Attack. Does *20 damage.*

Brock's Sandshrew 50 C

Sand Hell. Does *20 damage. The defending Pokémon* cannot retreat next *turn.*

Brock's Sandslash *60* F

Stage 1. Evolves from Sandshrew. Full-body Needle Attack. *Does 10 damage. Flip a coin. If it is heads, the defending Pokémon is both Poisoned and Paralyzed.* Sandstorm. *Does 20 damage. Defending Pokémon must flip a coin if it attacks next turn. If tails, its attack fails.*

Brock's Sandslash *70* U

Stage 1. Evolves from Sandshrew. Speedster. *Does 20 damage. The damage done by this power is unaffected by the defending Pokémon's weakness, resistance, Pokémon Power, or other effects.* Thorn Ball. Does 30 damage. Flip a coin. If it is heads, the defending Pokémon is now Poisoned.

Brock's Vulpix 40 C

Flame. Does 20 damage. Electric Discharge. Does 10 damage. Flip a coin. If it is heads, add 20 damage.

Brock's Vulpix 50 U

Stare. The defending Pokémon is put to Sleep. Ring of Fire. Does 20 damage. If your opponent has any Pokémon on his bench, select one and do 10 damage to it.

Brock's Zubat 30 F

Telling. Does 10 damage. Draw one card from your deck. Then, select one of your Benched Pokémon and switch it with the card you just drew. If you have no Benched Pokémon, this power cannot be used. Hit with Wings. Does 20 damage.

Brock's Zubat 40 F

Hit with Wings. Does 10 damage. Poison Fang. Does 20 damage. Flip a coin. If it is heads, the defending Pokémon is Poisoned.

Erika's Bellsprout 40 F

Poison Broth. Does 10 damage. Flip a coin. If it is heads, Poisons the defending Pokémon. Vine Whip. Does 30 damage.

Erika's Bellsprout 40 U

Pokemon Power: Nutrient Absorption. This power can be used once per turn. Select up to two Grass Energy cards that are attached to Pokémon in your play area and attach them to Bellsprout. This power cannot be used if Bellsprout is Asleep, Paralyzed, or Confused. Vine Growth. Does 10 damage to any one Pokémon on your opponent's Bench (weakness and resistance do not apply).

Erika's Bellsprout 50 C

Wimpy Tackle. Does 20 damage. Also does 10 damage to Bellsprout.

NAME	TYPE	HP	WEAK	RES	RET	CR

Erika's Bulbasaur 50 U

Sleepy Seeds. Does 10 damage. Confuses the Defending Pokémon. Errand. Flip a coin. If it is heads, you may select a Trainer card from your deck, show it to your opponent, and add it to your hand.

Erika's Clefable 70 H

Stage 1. Evolves from Clefairy. Fairy Miracle. Flip a coin. If it is heads, select as many Pokémon from your play area as you like, and return them and any attached cards to your hand. Moon Impact. Does 30 damage.

Erika's Clefairy 50 U

Moon Power. Flip a coin. If it is heads, select an Evolved card from your deck and evolve either your active Pokémon or one of your Benched Pokémon by attaching it to the desired card. Moon Kick. Does 20 damage.

Erika's Clefairy 50 F

Moon View. You may select a single Basic Energy card from your deck, show it to the opposing player, and add it to your hand. Afterwards, shuffle the deck thoroughly.

Continuous Face-Slap. Flip 3 coins. Does 10 damage times the number of heads.

Erika's Dragonair 80 H

Stage 1. Evolves from Dratini. Blizzard. Does 30 damage. Flip a coin. If it heads, does 10 damage to all of your opponent's Benched Pokémon. If it is tails, does 10 damage to all of your Benched Pokémon. Takeaway. Return your and your opponent's active Pokémon and all attached cards to their respective decks and shuffle.

Erika's Dratini 40 U

Pokemon Power: Mysterious Barrier. If 20 or more damage is done to Dratini by a basic Pokémon, it is reduced to 10 damage. (Effects other than damage are received as is.) If Dratini is already Asleep, Paralyzed, or Confused, this power cannot be used. Tail-Poke. Does 10 damage. Flip a coin. If it is heads, add 20 damage.

Erika's Exeggcute 40 F

Ball-Throw. Flip a number of coins equal to the number of Energy cards currently attached to Exeggcute. Does 10 damage times the number of heads. Psychokinesis. Does 10 damage. Adds 10 damage times the number of Energy cards attached to defending Pokémon.

Erika's Exeggcute 50 U

Reflector. Reduce by half all damage received by this card during your opponent's next turn. (Effects other than damage are received as is.) Eggbomb. Does 40 damage. Flip a coin. If it is tails, removes all damage done to the defending Pokémon and does 20 damage to Exeggcute.

Erika's Exeggutor 70 U

Stage 1. Evolves from Exeggcute. Psycho-Exchange. Return all cards in your hand to your deck, and shuffle the deck thoroughly. Then, draw five cards from your deck and use them as your hand. Stomp. Does 30 damage. Flip a coin. If it is heads, add 10 damage.

Erika's Gloom 60 U

Stage 1. Evolves from Oddish. Healing Pollen. Flip a coin. If it is heads, remove four damage counters from Gloom.

Miracle Pollen. Does 30 damage. Flip a coin. If it is heads, select one of the following conditions: Asleep, Confused, Paralyzed, or Poisoned, and cause it on the defending Pokémon.

Erika's Gloom 70 F

Stage 1. Evolves from Oddish. Dream Dance. Does 10 damage. After dealing damage, puts both the defending Pokémon and Gloom to Sleep. Stink. Does 30 damage. After dealing damage, Confuses both the defending Pokémon and Gloom.

Erika's Jigglypuff 50 C

Fairy Miracle. Flip a coin. If it is heads, select as many Pokémon from your play area as you like, and return them and any attached cards to your hand. Moon Impact. Does 30 damage.

NAME	TYPE	HP	WEAK	RES	RET	CR

Erika's Oddish 40 C

Weird Powder. Does 10 damage. Flip a coin. If it is heads, Confuses the defending Pokémon. If it is tails, puts the defending Pokémon to Sleep.

Erika's Oddish 40 F

Pokémon Power: Photosynthesis. As long as Energy cards are attached to this card, they operate as Grass Energy. This power continues to operate even if the card is Asleep, Paralyzed, or Confused. Poison Powder. Does 20 damage. Flip a coin. If heads, defending Pokémon is Poisoned.

Erika's Oddish 50 C

Slight Inhale. Does 10 damage. Remove one damage counter from Oddish. Sometime Inhale. Does 20 damage. Flip a coin. If it is heads, remove one damage counter from Oddish.

Erika's Paras 50 C

Pinch. Does 10 damage. Dangerous Spores. Flip a coin. If it is heads, Poisons the Defending Pokémon and does 10 damage to all Pokémon on your opponent's bench.

Erika's Tangela 60 C

Vine-Hit. Does 10 damage. Growing Vine. Select any one of opponent's Benched Pokémon, and do 20 damage to it.

Erika's Victreebel 80 H

Stage 2. Evolves from Weepinbell. Pokémon Power: Fragrant Trap. This power can be used once per turn. Flip a coin. If it is heads, select one of your opponent's Benched Pokémon and exchange it with the defending Pokémon. This power cannot be used if Victrebell is Asleep, Paralyzed, or Confused. Leafcutter. Does 50 damage.

Erika's Vileplume 80 R

Stage 2. Evolves from Gloom. Pokémon Power: Defensive Pollen. When Vileplume is damaged in battle by an effect (whether it is Knocked Out or not), flip a coin. If it is heads, Confuses the Pokémon that caused the damage. This power operates even if Vileplume is Asleep, Confused, or Paralyzed. Megadrain. Does 30 damage. After you deal damage to the defending Pokémon, remove damage counters from Vileplume that are equivalent to half the damage you dealt.

Erika's Weepinbell 60 U

Stage 1. Evolves from Bellsprout. Spit. Does 10 damage. Lure and Dissolve. Does 20 damage. Before dealing any damage, select one of your opponent's Benched Pokémon and exchange it with the defending Pokémon. (The damage is done to the new active Pokémon.) If your opponent has no Benched Pokémon, this power cannot be used.

Erika's Weepinbell 70 F

Stage 1. Evolves from Bellsprout. Sleep-Poison. Poisons and puts the defending Pokémon to Sleep at the same time. Vine Whip. Does 40 damage.

Lt. Surge's Eevee 40 U

Surprise. Select any card from your opponent's deck (without looking at the other cards in the deck) and look at the card you just picked. Return it to your opponent's deck and shuffle it thoroughly. Scratch. Does 20 damage.

Lt. Surge's Electabuzz 60 F

Electric Charge. If there are any Lightning Energy cards in your discard pile, select up to two of them and attach them to Electabuzz. Electric Bash. Does 20 damage. Select and remove one Lightning Energy card that is attached to Electabuzz. Then, select any one of your Benched Pokémon and attach the Lightning Energy card to it.

Lt. Surge's Electabuzz 70 H

Electric Charge. If there are any Lightning Energy cards in your discard pile, select up to two of them and attach them to Electabuzz. Electric Discharge. Discard all Lightning Energy cards that are attached to Electabuzz. Then, flip coins equal to the number of Energy cards you just discarded. Does 30 damage times the number of heads.

NAME	TYPE	HP	WEAK	RES	RET	CR

Lt. Surge's Electrode 70 F

Stage 1. Evolves from Voltorb. Pokémon Power: Shockbomb. After this card is damaged in battle, flip a coin. If it is tails, does 20 damage to Shockbomb and the defending Pokémon. This power can be used even if Electrode is Asleep, Paralyzed, or Confused. Does 30 damage. If the flip is heads, add 10 for each damage counter on Electrode.

Lt. Surge's Fearow 70 H

Stage 1. Evolves from Spearow. Machine Gun Drill. Flip five coins. Does 10 damage times number of heads.

Grab. Does 30 damage. Defending Pokémon can't retreat next turn.

Lt. Surge's Jolteon 70 R

High Frequency Wave. Does 20 damage. Flip a coin. If it is heads, your opponent cannot use any of his Trainer cards during his next turn. Raging Thunder. Does 30 damage. Add damage equal to 10 times the number of damage counters attached to this card. Then, flip a coin. If it is tails, does 30 damage to Jolteon as well.

Lt. Surge's Magnemite 30 U

Destructive Electric Wave. Does 10 damage. Flip a coin. If it is heads, select one Energy card that is attached to the defending Pokémon and discard it. Confusion Wave. Does 20 damage. Flip a coin. If it is heads, the defending Pokémon is Confused.

Lt. Surge's Magnemite 40 C

Electroshock. Does 10 damage. Flip a coin. If it is heads, the defending Pokémon is Paralyzed. Bodyslam. Does 20 damage.

Lt. Surge's Magneton 70 H

Stage 1. Evolves from Magnemite. Pokémon Power: Energy Charge. This power can only be used when Magneton is in battle. Select as many Lightning Energy cards that are attached to any of your Benched Pokémon as you like, and attach them to Magneton. If Magneton is Asleep, Paralyzed, or Confused, this power cannot be used. Megashock. Does 50 damage. Flip a coin. If tails, does 20 damage to itself as well.

Lt. Surge's Pikachu 40 C

Electric Discharge: Does 10 damage. Flip a coin. If it is heads, add 20 damage.

Lt. Surge's Pikachu 50 F

Electric Charge. If you have a Lighting Energy card in your discard pile, you may take one and attach it to this card. Electric Tail. Does 20 damage. Flip a coin. If it heads, Paralyzes defending Pokémon.

Lt. Surge's Raichu 70 F

Stage 1. Evolves from Pikachu. Megaton Punch. Does 30 damage. 100,000 volts. Does 100 damage. Discard all Energy cards attached to Raichu.

Lt. Surge's Raticate 70 F

Stage 1. Evolves from Rattata. Raging Buckteeth. Does damage equal to one-half of the defending Pokémon's remaining hit points.

Lt. Surge's Raticate 60 U

Stage 1. Evolves from Rattata. Power-Gather. During your next turn, Raticate's Suicide Tackle does twice its normal damage (including double damage to Raticate as well).

Suicide Tackle. Does 40 damage. Does 20 damage to Raticate as well.

Lt. Surge's Rattata 30 C

Power-Gather. During your next turn, Electric Discharge does twice its normal damage. Electric Discharge. Does 10 damage. Flip a coin. If it is heads, add 20 damage.

Lt. Surge's Rattata 40 F

Power-Gather. During your next turn, Rattata's Gnaw does twice its normal damage. Gnaw. Does 20 damage

Lt. Surge's Spearow 30 C

Drill-Beak. Does 20 damage

NAME	TYPE	HP	WEAK	RES	RET	CR

Lt. Surge's Spearow 50 F
Blow Away. Does 10 damage. Exchange the defending Pokémon with a Pokémon that is on your opponent's bench. Opponent selects which Pokémon. If opponent has no Pokémon on their bench, this power cannot be used. Sinew Slash. Does 40 damage. Flip a coin. If it is tails, this power fails.

Lt. Surge's Voltorb 40 C
Spinball. Flip a coin. Does 20 damage times the number of heads. Double Spin. Flip two coins. Does 20 damage times the number of heads.

Lt. Surge's Voltorb 50 F
Breakball. Does 30 damage. Flip a coin. If tails, also does 10 damage to Voltorb.

Misty's Cloyster 70 F
Pokémon Power: Shell Armor. This power can be used once each time Cloyster receives damage. This power subtracts 10 from any damage done to Cloyster. When Cloyster is Asleep, Paralyzed, or Confused, this power cannot be used. Triple Cannon. Flip three coins. Does 20 damages times the number of heads.

Misty's Dewgong 80 U
Stage 1. Evolves from Seel. Ice Stone. Does 20 damage. If the defending Pokémon is a Fighting Pokémon, the damage of this power is multiplied by two. Charge. Does 60 damage. Does 20 damage to Misty' Dewgong as well.

Misty's Goldeen 30 F
Horn Peck. Does 30 damage. Flip a coin. If it is tails, this power fails.

Misty's Goldeen 40 C
Continuous Poke. Flip two coins. Does 10 damage times the number of heads. Supersonic Waves. Flip a coin. If it is heads, Confuses the defending Pokémon.

Misty's Golduck 70 H
Stage 1. Evolves from Psyduck. Extra Beam. Does 40 damage. Flip a coin. If it is tails, discard all Energy cards attached to Golduck. Super Destroy. Flip a coin. If it is heads, discard one Energy card attached to the defending Pokémon and one Energy card that is attached to each Benched Pokémon.

Misty's Gyarados 100 H
Stage 1. Evolves from Magikarp. Pokémon Power: Resistance. To use this power, flip two coins. If both of them are tails, the power fails, and you must return this card and all the cards that are attached to it to your deck and shuffle. This power can be used even if the card is confused. Hydro-Crash: Does 70 damage.

Misty's Horsea 40 F
Body Slam. Does 10 damage. Smoke Screen. Does 20 damage. If a defending Pokémon is affected by this power, your opponent must flip a coin during their next turn. If it is tails, his active Pokémon's power fails.

Misty's Horsea 50 C
Ink Spray. Does 20 damage. Flip a coin. If it is heads, your opponent must flip a coin every time he uses the power of his active Pokémon. If the flip is tails, the power fails. This power goes away when the affected Pokémon retreats.

Misty's Magikarp 30 C
Playing Dead. Flip a coin. If it is heads, Magikarp is not affected by any effects or damage during your opponent's next turn. Flip. Does 10 damage.

Misty's Poliwag 50 F
Hypnotize. Flip a coin. If it is heads, the defending Pokémon is Paralyzed. If it is tails, the defending Pokémon is put to Sleep. Tailslap. Flip two coins. Does 20 damage times the number of heads.

Misty's Poliwag 50 C
Bubbles. Flip a coin. If it is tails, this power cannot be used during your next turn. Forget. Select one of the defending Pokémon's powers. Your opponent cannot use that power during his next turn.

NAME	TYPE	HP	WEAK	RES	RET	CR

Misty's Poliwhirl 70 U
Stage 1. Evolves from Polywag. Whirlpool of Destruction. Does 20 damage. Flip a coin. If it is heads, select and discard one Energy card that is attached to the defending Pokémon. Water Punch. Does 30 damage. Flip a number of coins equal to the number of Water Energy cards that are attached to this card. Does an additional 10 damage times the number of heads.

Misty's Psyduck 50 F
Claw. Does 10 damage. Call for Help. Does 10 damage. Flip a coin. If it is heads, you may select any one of Misty's Pokémon from your deck (except for Evolved cards) and add it to your bench. Afterwards, shuffle your deck thoroughly. If you have no space on your Bench, this power cannot be used.

Misty's Psyduck 60 C
Psychic Ability: Flip three coins. If there is one heads, draw one card from the top of your deck and add it to your hand. If there are two heads, does 20 damage to the defending Pokémon. If there are three heads, select one of the defending Pokémon's powers and use it as your own, even if the necessary Energy is not attached.

Misty's Seadra 70 H
Stage 1. Evolves from Horsea. Tail-Whip. Does 20 damage. Knock-Out-Needle. Does 30 damage. Flip two coins. If both coins are heads, add 60 damage.

Misty's Seaking 70 F
Stage 1. Evolves from Goldeen. Horn Poke. Does 10 damage. Muddy Stream. Does 30 damage. If opponent has any Benched Pokémon, select one of them. Flip a coin. If it is heads, does 10 damage to it as well.

Misty's Seel 50 C
Iceburn. Does 10 damage. The defending Pokémon cannot retreat during your opponent's next turn. Mirage. Does 10 damage. The defending Pokémon must *flip a coin* during your opponent's next turn. If it is tails, *its power fails.*

Misty's Seel 60 F
Aurora Beam. Does 20 damage.

Misty's Shellder 40 F
Body Slam. Does 10 damage. *Shell-Pinch. Does* 20 damage. Paralyzes *the defending Pokémon. Flip a coin.* If it is tails, this power fails.

Misty's Starmie 80 F
Stage 1. Evolves from Staryu. Water Gun. Does 10 damage. If there are more Water Energy cards attached than necessary to use this power, add 10 damage times the number of extra cards (up to two). Bubble Beam: Does 30 damage. Flip a coin. If it is heads, the defending Pokémon is Paralyzed.

Misty's Staryu 40 C
Star Boomerang. Does 20 damage. Flip a coin. If it is heads, return this card and all cards attached to it to your hand.

Misty's Staryu 50 F
Speed-Star. Does 20 damage. The damage of this card is not affected by the defending Pokémon's weakness, resistance, Pokémon Power, or other effects.

Misty's Tentacool 40 F
Mysterious Light. Flip a coin. If it is heads, puts the defending Pokémon to Sleep. School of Jellyfish. You may look through your deck and select as many Tentacool, Misty's Tentacool, Tentacruel, or Misty's Tentacruel as you like, show them to your opponent, and add them to your hand. Afterwards, shuffle your deck thoroughly.

Misty's Tentacool 50 U
Crystal Beam. Does 20 damage. Flip a coin. If it is heads, the Pokémon that is affected by this power cannot attach any Energy cards during your opponent's next turn.

Misty's Tentacruel 70 H
Stage 1. Evolves from Tentacool. Pokémon Power: Rush In. This power can be used when Tentacruel receives damage while in the battle area. Select one of your Benched Pokémon

NAME	TYPE	HP	WEAK	RES	RET	CR

and exchange it with this card. At this time, Tentacruel is not affected by effects other than damage. Jellyfish Poison. Does 30 damage. Flip a coin. If it is heads, the defending Pokémon is Poisoned. If it is tails, the defending Pokémon is Confused.

Sabrina's Abra 40 F
Pound. Does 10 damage. Synchro Wave. Does 40 damage. This power can only be used when Sabrina's Abra and the defending Pokémon have the same number of attached Energy cards.

Sabrina's Abra 50 F
Clairvoyance. Look at your opponent's hand. Quick Attack. 10 damage. Flip a coin. If heads, add 20 damage.

Sabrina's Alakazam 80 F
Stage 2. Evolves from Kadabra. Pokémon Power: Psycho Link. Take all of the powers of any Evolved Pokémon you have in play and add them to Sabrina's Alakazam. (You can use the powers just as they appear on their cards.) When this card is Asleep, Paralyzed, or Confused, this power goes away. Mega Burn. Does 60 damage. Sabrina's Alakazam cannot use this power during your next turn.

Sabrina's Drowzee 50 F
Energy Support. Search your deck *for a basic Energy* card and attach it to 1 of your benched *Pokémon. Shuffle* your deck afterwards. *Mindshock. Does 20 damage.* The damage caused by this *attack is not affected by weak*ness or resistance.

Sabrina's Gastly *50* F
Stick. *Does 20 damage. During your opponent's next* turn, *the Defending Pokémon can't retreat.*

Sabrina's Gastly *30* F
Psyshock. Does 10 damage. Flip a coin. If it is heads, the Defending Pokémon is now Paralyzed.
Vanishing. Return Sabrina's Gastly and all attached cards to your hand. Does 30 damage.

Sabrina's Gengar 90 F
Stage 2. Evolves from Haunter. Dark Body. Does 20 damage. Until the end of your opponent's next turn, all Pokémon in play are prevented from using their Pokémon Powers, and any active Pokémon Powers go away.
Shadow-Bind. Does 40 damage. During your opponent's next turn, the Defending Pokémon can't retreat.

Sabrina's Haunter 70 F
Nightmare. Does 20 damage and puts the Defending Pokémon to Sleep. Attack From the Shadows. Flip a coin. If heads, choose 1 of your opponent's benched Pokémon. This attack does 30 damage to that Pokémon. (Weakness and resistance don't apply.)

Sabrina's Hypno 70 F
Stage 1. Evolves from Drowzee. Revive. Choose a basic Pokémon from your or your opponent's discard pile and put it on its owner's bench. Put damage counters on it equal to half of its hit points (round up). Pendulum Curse. Flip a number of coins equivalent to the number of damage counters on the defending Pokémon. Does 20 damage times the number of heads.

Sabrina's Jynx 60 F
Good-Night Kiss. Does 10 damage and puts the Defending Pokémon to Sleep. Wake-up Kiss. Does 20 damage. If the Defending Pokémon was Asleep, it is no longer Asleep.

Sabrina's Kadabra 70 F
Stage 1. Evolves from Abra. Lifedown. Flip a coin. If heads, put damage counters on the defending Pokémon until it has 10 HP left. Psycho Shot. 30 damage.

Sabrina's Mr. Mime 60 F
Magic Darts. Choose one of your opponent's benched Pokémon and flip 3 coins. Does 10 damage times the number of heads to that Pokémon.

NAME	TYPE	HP	WEAK	RES	RET	CR

Sabrina's Porygon 40 F
Sharpen: Does 10 damage. Barrier Attack. Does 20 damage. During your opponent's next turn, the damage Porygon takes from attacks is reduced by 10.

Team Rocket's Hitmonchan 60 H
Cross-Counter. When this card receives damage from the active Pokémon during your opponent's turn, flip a coin. If it is heads, it does damage to the active Pokémon equal to twice the damage that this card received from it. Magnum Punch. Does 50 damage.

Team Rocket's Moltres 60 H
Pokémon Power: Phoenix. This power can only be used when Moltres is Knocked Out. You can remove this card from your discard pile and put it in your hand. This card can only be used when Moltres is Knocked Out, and not when it is Asleep, Paralyzed, or Confused. Wall of Flame. Does 40 damage. When this card receives damage during opponent's next turn, does 10 damage to your opponent's active Pokémon as well.

Team Rocket's Scyther 60 H
Shadow-Self. When this card receives damage from your opponent's active Pokémon, your opponent must flip a coin. If it is tails, this card receives no damage. (Effects other than damage are received as is.) Even if this card receives damage, the damage counters go away when Scyther retreats. High Speed Scythe. Does 40 damage.

GYM LEADERS TRAINERS

Blaine F
When you attach a Fire Energy card to a Blaine's Pokémon, count the Energy as double for this turn only.

Blaine's Gamble F
Discard as many cards from your hand as you like. Flip a coin. If it is heads, draw twice the number of cards you discarded this way.

Blaine's Quiz One F
Choose a Pokémon in your hand and put it face-down in front of you. Tell your opponent the name of the Pokémon, and ask him what height it is. If he guesses right, he draws 2 cards. If he guesses wrong, you draw 2 cards.

Blaine's Quiz Two F
Choose a Pokémon Energy card or Trainer in your hand and put it face-down in front of you. Your opponent must guess that card's type. If he guesses right, he draws 2 cards. If he guesses wrong, you draw 2 cards.

Brock R
Remove one damage counter from each Pokémon in your area. (There is no effect on Pokémon that do not have any damage counters.)

Brock's Method of Raising U
Select a single Brock's Pokémon from your deck, show it to your opponent, and add it to your hand. Afterwards, shuffle your deck thoroughly.

Brock's Protection R
This card must be attached to a Brock's Pokémon in your area to be used. (Until the Pokémon leaves the play area, Brock's Protection continues to remain attached.) The Energy cards that are attached to the Pokémon protected by Brock's Protection cannot be removed by your opponent's active Pokémon's power or by his Trainer cards.

Confusion Gym R
When a new Stadium card is played, this card is discarded. Whenever either player uses a Trainer card (other than a Stadium card), the player must flip a coin. If it is tails, the player cannot use the card, and his opponent can use it instead if they wish. The opponent cannot use the card if it must be attached to a Pokémon or if it must be put into the battle area to be used. Furthermore, if they cannot meet the requirements of the card (such as discarding a card from their hand), they cannot use it. Either way, the Trainer is discarded afterwards. When a new Stadium card is played, this card is discarded.

NAME	TYPE	HP	WEAK	RES	RET	CR

Energy Circulation C
You may select as many Basic Energy cards in your play area as you like and return them to your hand.

Erika R
You and your opponent may draw up to three cards.

Erika's Compassion R
Remove two damage counters from each Pokémon in play, on both sides.

Erika's Maids U
Select two cards from your hand and put them back in your deck. If you cannot return any cards to your deck, you cannot use this card. Then, you may select up to two of Erika's Pokémon, show them to your opponent, and add them to your hand. Afterwards, shuffle your deck thoroughly.

Erika's Perfume U
Take a look at the cards in your opponent's hand. If there is any room on his bench, you may select as many Basic Pokémon as you like and put them on his bench.

Graceful Attack R
This card must be attached to your active Pokémon to be used. Return it to your hand after your opponent's turn. (When the Pokémon that Graceful Attack is attached to is Knocked Out, Graceful Attack must be Discarded.) When you use the power of the Pokémon that Graceful Attack is attached to and damage the defending Pokémon, you may reduce the damage by any amount you wish.

Guren Town Gym F
Each players' Blaine Pokémon ignores its weakness to water. Discard this Stadium card when a new one enters play.

Hanada City Gym U
As long as this Stadium card is in play, the number of energy cards that must be discarded when any of Misty's Pokémon Retreat is reduced by one. (It cannot be reduced below zero.) When a new Stadium card is played, the old Stadium card is discarded.

Health F
Discard two of the cards in your hand to put one Basic Pokémon from your discard pile onto your Bench.

Hot-Blooded F
Discard the top three cards of your deck. Put all Fire Energy cards discarded this way into your hand.

Kuchiba City Gym U
If you and your opponent wish, you may flip a coin during your respective turns. If the coin is heads, add 10 damage to damage done by the defending Pokémon. (Damage done to Benched Pokémon is given as is.) If it is tails, do 10 damage to the Pokémon causing the damage as well. When a new Stadium card is placed in the battle area, this card is discarded.

Lt. Surge's R
Return your active Pokémon to your Bench, and put a Basic Pokémon from your hand directly into the active Pokémon area.

Lt. Surge's Negotiations U
Ask your opponent if both of you can take a single card from your respective prize pile. If the answer is yes, both you and your opponent select a single card from your prize pile. If the answer is no, you draw a single card from your deck.

Lt. Surge's Secret Plot R
You may select a single card from your hand and put it on your Bench facedown. It does not matter even if the card is not a Basic Pokémon. As long as the card is facedown, it is treated as a Basic Pokémon. You may flip the card face up during your turn whenever you wish. When you use its Power or Pokémon Power, have the card Evolve or Retreat, or when the card receives damage or effects, you must flip the card face up. (If the flipped card is not a Basic Pokémon, discard the card and all cards that are attached to it.)

Make You Remember U
If your active Pokémon is an Evolved card, you may use the power that it had before it evolved as the power during this turn only.

NAME	TYPE	HP	WEAK	RES	RET	CR

Manners U
This card can only be used when you do not have any Basic Pokémon in your hand. Show your cards to your opponent. You may select a single Basic Pokémon from your deck, show it to your opponent, and add it to your hand.

Master Ball F
Look at the top 7 cards of your deck. Choose a basic Pokémon or evolution card from there, show it to your opponent and put it in your hand.

Misty R
In order to use this card, you must select two cards from your hand and discard them. When Misty's Pokémon uses its power to damage the defending Pokémon, add 20 damage this turn. (Damage towards Benched Pokémon is given as is).

Misty's Battle C
Play rock-paper-scissors with your opponent. The winner returns all cards in his hand to hisdeck. He then shuffles his deck, draws 5 cards, and uses them as his hand.

Misty's Pleading R
Select a single card from your prize pile and take a look. Then, ask your opponent if you can exchange it with one of the cards in your hand. If they answer yes, exchange it with the card you selected from your hand. If they answer no, you may draw a card from your deck.

Misty's Rage U
Take a look at seven cards from the top of your deck. Select two cards from the seven and discard the rest.

Misty's Teardrop C
In order to use this card, you must select a single card from your hand and discard it. You may select up to two Water Energy cards, show them to your opponent, and add them to your hand. Afterwards, shuffle your deck thoroughly.

Nibi City Gym U
As long as this Stadium card is in the play, the damage caused by Brock's Pokémon is not affected by resistance. When a new Stadium card is played, this card is discarded.

Resistance-Lowering Gym R
The resistance of all Pokémon is reduced by 20. (For example, if the resistance is -30, it is set to -10.) When a new Stadium card is played, this card is discarded.

Rocket Gang's Training Gym R
The number of Energy that must be discarded in order to Retreat is raised by one for each side. When a new Stadium card is played, this card is discarded.

Rocket Gang's Trap R
Flip a coin. If it is heads, select up to three cards from your opponent's hand without looking at them, and return them to your opponent's deck. Afterwards, shuffle his deck thoroughly.

Sabrina F
Choose 1 Sabrina Pokémon on your Bench. Move all Energy cards attached to that Pokémon to another Sabrina Pokémon on your Bench.

Sabrina's ESP F
Attach this card to one of your Sabrina's Pokémon. At the end of your turn, discard this card. If this Pokémon attacks and the power requires you to flip one or more coins, flip one additional coin.

Sabrina's Eye F
Each player counts the number of cards in his hand, then returns them to his deck. Each player shuffles his deck and then draws a number cards equal to the amount they previously had in their hand.

Spy Attack U
Take a look at your opponent's hand. Then discard as many cards as you like from your own hand, and draw the same number of cards you just discarded from your own deck.

Tamamuchi City Gym U
If both players wish, during their turn, they may discard one Energy card that is attached to an Erika's Pokémon. If they do, it will completely recover the Pokémon from being Poisoned, Asleep, Paralyzed, or Confused. When a new Stadium card is played, this card is discarded.

NAME	TYPE	HP	WEAK	RES	RET	CR

Tiny Gym C
This card sets the number of Benched Pokémon to four on each side. When this card is placed in the battle area, anyone who has five Pokémon on their bench must select one and return it and any attached cards to their hand. When a new Stadium card is played, this card is discarded.

Unremovable Gym R
Neither player can use an Energy Removal or Super Energy Removal. However, either player can use these powers if they select two cards from their hand and discard them. When a new Stadium card is played, this card is discarded.

Warp Point F
Each player chooses one of his benched Pokémon and switches it with his active Pokémon.

Yamabuki City Gym F
During each player's turn, that player may return an Energy card attached to one of his Sabrina Pokémon to his hand. Discard this card when a new Stadium is put into play.

GYM LEADERS #2 POKEMON

Blaine's Arcanine 90 H
Stage 1. Evolves from Growlithe. Heat Tackle. Does 40 damage. Does 10 damage to Arcanine.
Does 120 damage. Firestorm. Discard three Fire Energy cards attached to Arcanine to use this attack.

Blaine's Charizard 100 H
Stage 2. Evolves from Charmeleon. Fire Breath. Does 20 damage. Discard all additional Fire Energy cards attached to Blaine's Charlizard when you use this power. Does an additional 20 damage for each card discarded. Blaze Fry. Flip a coin. If it is heads, does 40 damage to any one opposing Pokémon.

Blaine's Charmander 50 C
Mirror Mirror. Discard one Energy card attached to Charmander to choose and discard one Energy attached to defending Pokémon. Tear. Does 20 damage.

Blaine's Charmeleon 70 U
Stage 1. Evolves from Charmander. Fire Nail. Does 30 damage. Burn Down. Flip 3 coins. Discard 1 Fire Energy card for every heads. If you can't do so, this power had no effect. This attack does 10 damage times the number of heads to all of opponent's Pokémon.

Blaine's Doduo 50 C
Kick. Does 20 damage. Revenge. Does 10 damage times the number of damage counters on Doduo.

Blaine's Growlithe 50 C
Wide Burn. Does 20 damage. Does 10 damage to all of opponent's benched Grass Pokémon.

Blaine's Kangaskhan 80 U
Child Punch. Does 10 damage. Flip a coin. If it is tails, this attack has no effect. Parent And Child Punch. Does 30 damage. Flip a coin. If it is heads, does an additional 10 damage.

Blaine's Magmar 60 U
Blow Fire. Does 10 damage. Flip a coin. If it is heads, does an additional 10 damage. Spout Magma. Discard the top five cards from your deck. Does 20 damage times the number of Fire Energy cards discarded.

Blaine's Mankey 40 C
Pokémon Power: Bad Mischief. Flip a coin. If it is heads, select one card from opponent's discard pile and place it on top of his deck. Random Scratch. Flip three coins. This attack does 10 damage times the number of heads.

Blaine's Moltres 90 H
Fire Bird. Does 90 damage. Flip a coin. If it is tails, after damage is dealt, shuffle Blaine's Moltres and all attached cards into your deck.

NAME	TYPE	HP	WEAK	RES	RET	CR

Blaine's Ninetales 60 H
Stage 1. Evolves from Vulpix. Pokémon Power: Recover by Fire. Remove a damage counter from Blaine's Ninetales when you attach a Fire Energy card to it. If Blaine's Ninetales is Asleep, Confused or Paralyzed, this cannot be used. Scorch. Does 50 damage. Flip a coin. If it is tails, discard all Fire Energy cards attached to Ninetales.

Blaine's Ponyta 50 C
Kick and Run Away. Does 20 damage. Flip a coin. If heads, switch this card with one of your Benched Pokémon.

Blaine's Rapidash 70 U
Stage 1. Evolves form Ponyta. Fire Mane. Does 20 damage. Trample. Does 30 damage. Flip a coin. If heads, does an extra 10 damage to defending Pokémon and 10 damage to all opponent's Benched Pokémon.

Blaine's Rhyhorn 60 C
Horn Attack. Does 30 damage. Flip a coin. If it is tails, this attack has no effect. Run Through. Does 20 damage. Flip a coin. If it is heads, does 20 damage to one of your opponent's benched Pokémon.

Blaine's Tauros 70 C
Three Tails. Flip three coins. Does 10 damage times the number of heads. Run With All Your Might. Flip four coins. Does 20 damage times the number of heads.

Blaine's Vulpix 40 C
Pokémon Power: Cure Naturally. Remove one damage counter from Blaine's Vulpix. Use this power once a turn. If Blaine's Vulpix is Asleep, Confused or Paralyzed, this power cannot be used. Confusion Tail. Does 20 damage. Flip a coin. If it is heads, defending Pokémon is now Confused.

Brock's Dugtrio 60 H
Stage 1. Evolves from Diglett. Hide in a Hole. Brock's Dugtrio takes 20 less damage next turn. Drill Hole. Does 60 damage. If Brock's Dugtrio did not use Hide in a Hole last turn, this power has no effect.

Erika's Ivysaur 60 U
Stage 1. Evolves from Bulbasaur. Pokémon Power: Relaxing Fragrance. When Erika's Ivysaur is active, it and your benched Pokémon take half damage. If Erika's Ivysaur is Asleep, Confused or Paralyzed, this power had no effect. Double Leafcutter. Flip 2 coins. Does 40 damage times the number of heads.

Erika's Venasaur 90 H
Growth. Flip a coin. If it is heads, attach up to two Energy cards to Erika's Venasaur. Spread Solar Beam. Does 20 damage each to two of opponent's benched Pokémon.

Giovanni's Gyarados 90 H
Stage 1. Evolves from Magikarp. Call Storm. Flip two coins. If both are heads, does 20 damage to all Pokémon except your active Pokémon. Dragon Tornado. Does 40 damage. If this attack does not knock out the defending Pokémon, choose one of your opponent's benched Pokémon and switch the two.

Giovanni's Machamp 100 H
Stage 2. Evolves from Machoke. Pokémon Power: Spirit. If Machamp is knocked out by an attacking Pokémon, flip a coin. If it is heads, Giovanni's Machamp is not knocked out, and his hit points becomes 10. This power cannot be used when Machamp is Asleep, Confused or Paralyzed when he takes damage. Hurricane Punch. Flip four coins. Does 30 damage times the number of heads.

Giovanni's Machoke 80 U
Stage 1. Evolves from Machop. Take a Chance. Does 60 damage. Flip a coin. If it is tails, defending Pokémon takes no damage, and Machoke takes 100 damage. Hell Lock. Does 20 damage. Flip a coin. If it is heads, does 20 additional damage and defending Pokémon becomes Paralyzed.

NAME	TYPE	HP	WEAK	RES	RET	CR

Giovanni's Machop 50 C
Chop. Does 10 damage. Angry Superpunch. Flip a coin. If it is heads, attack does 20 damage times the number of damage counters on Giovanni's Machop.

Giovanni's Magikarp 30 C
Dragon's Memory. Flip a coin. If it is heads, does 40 damage. If it is tails, this attack has no effect. Either way, you can't use this attack again as long as Giovanni's Magikarp stays in play. Jump Around. Flip three coins. Does 10 damage times the number of heads.

Giovanni's Meowth 40 U
Pretend to Help. Flip a coin. If it is heads, look at the top card of your opponent's deck. If it is a trainer card, discard it. Otherwise, opponent adds it to his hand. Double Scratch. Flip 2 coins. Does 20 damage times the number of heads.

Giovanni's Meowth C 50 C
Cat Flea. Flip a coin. If it is heads, defending Pokémon is now Confused. Cat Kick. Does 30 damage.

Giovanni's Nidoking 120 H
Stage 2. Evolves from Nidorino. Threaten. If defending Pokémon has a maximum hit points less than 50, its powers have no effect as long as Giovanni's Nidoking is active. Rolling Attack. Does 40 damage. Flip a coin. If it is heads, does an additional 30 damage.

Giovanni's Nidoqueen 100 H
Stage 2. Evolves from Nidorina. Megaton Kick. Does 40 damage. Love Lariate. Does 50 damage. If Giovanni's Nidoking is on your bench, does 100 damage. Flip a coin. If it is tails, this power has no effect.

Giovanni's Nidoran 40 C
Male. Double Kick. Flip 2 coins. Does 10 damage times the number of heads. One Blow of Anger. Does 30 damage. If Giovanni's Nidoran has less than three damage counters, this power has no effect.

Giovanni's Nidoran 50 C
Female. Thrust. Does 20 damage. Flip a coin. If it is tails, this power has no effect. Desperation Tackle. Does 30 damage. Does 20 damage to Giovanni's Nidoran.

Giovanni's Nidorina 80 U
Stage 1. Evolves from female Nidoran. Poison Needle Tackle. Does 30 damage. Does 20 damage to Giovanni's Nidorina. Flip a coin. If it is heads, defending Pokémon is now Poisoned. Lean on. Flip a coin. If it is heads, defending Pokémon is now Paralyzed.

Giovanni's Nidorino 70 U
Stage 1. Evolves from male Nidoran. Horn Scoop. Does 20 damage. If defending Pokémon has any damage counters, does 20 additional damage.

Giovanni's Persian 60 H
Stage 1. Evolves from Meowth. Pokémon Power: Call Boss. Search your deck for any one "Giovanni" Pokémon and add it to your hand. Only use this power when bringing Giovanni's Persian into play. Cat Attack. Does 20 damage. Flip a coin. If heads, does an additional 20 damage.

Giovanni's Pinsir 70 H
Spiritual Pinch. Does 10 damage. Flip a coin. If it is heads, does an additional 20 damage. Throw Behind. Does 40 damage. Flip a coin. If it is tails, choose one of your benched Pokémon and deal 20 damage to it.

Imakuni's Doduo 50 UR
Pokémon Power: Retreat. When Doduo retreats, throw this card because Doduo is running away. Throw it horizontally with a wrist snap for the best distance. Make Harmony. Does 30 damage. You must sing to use this power. After you've finished, does an additional 30 damage.

Koga's Arbok 90 H
Stage 1. Evolves from Ekans. Store Up Poison. Koga's Arbok is now Poisoned. Poison Power. Does 20 damage. If Koga's Arbok is Poisoned, attack does an additional 40 damage and defending Pokémon is now Poisoned.

NAME	TYPE	HP	WEAK	RES	RET	CR
Koga's Beedrill		60				H

Stage 2. Evolves from Kakuna. Nerve Poison. Does 20 damage. Flip a coin. If it is heads, defending Pokémon is now Poisoned and Paralyzed. Assassin's Needle. Does 70 damage. Flip a coin. If it is tails, this power has no effect. This power can only be used once.

Koga's Ditto 40 H

Grow Gigantic. Flip a coin. If it is heads, this Pokémon now has 60 hit points. Slap. Does 10 damage. If the Grow Gigantic power has been used successfully, does an additional 20 damage.

Koga's Ekans 50 C

Sudden Poison. Does 10 damage. Flip 2 coins. If both are heads, defending Pokémon is Poisoned and Confused.

Koga's Golbat 60 U

Stage 1. Evolves from Zubat. Bite. Does 20 damage. Terible Soundwave. Does 30 damage. Flip a coin. If it is heads, defending Pokémon is now Confused.

Koga's Grimer 50 C

Throw Sludge. Does 20 damage.

Koga's Kakuna 60 U

Stage 1. Evolves from Weedle. Pokémon Power: Metamorphosis. Flip a coin. If it is heads, search your deck for a Koga's Beedrill and play it on Koga's Kakuna to evolve it. Shuffle your deck afterward. If Koga's Kakuna is Asleep, Confused or Paralyzed, this power had no effect. Use once per turn. Poison Liquid. Flip a coin. If it is heads, the defending Pokémon is now Poisoned. Poison does 20 damage to the defending Pokémon at the end of the turn instead of 10.

Koga's Koffing 40 C

Smelly Gas. Does 10 damage. Flip a coin. If it is heads, does 10 damage to all benched Pokémon.

Koga's Koffing 50 U

Smokescreen. Does 10 damage. Opponent must flip a coin on his turn. If it is tails, the defending Pokémon's attack will fail next turn. Disappearance Gas. Does 30 damage. After damaging defending Pokémon, flip a coin. If it is heads, return this card and all cards attached to it to your deck.

Koga's Muk 80 H

Stage 1. Evolves from Grimer. Pokémon Power: Drip Power Liquid. When Muk takes damage or is knocked out, flip a coin. If it is heads, choose and discard one Energy card from opponent's active Pokémon. This power cannot be used when Muk is Asleep, Confused or Paralyzed. Swirl of Sludge. Does 40 damage.

Koga's Pidgeotto 60 H

Stage 1. Evolves from Pidgey. Quick Turn. Flip 2 coins. Does 30 damage times the number of heads. High Speed Fly. Does 10 damage. Flip a coin. If it is heads, does an additional 30 damage, and prevent all damage or effects done to Koga's Pidgeotto next turn.

Koga's Pidgey 40 U

Orderly Attack. Return your active Pokémon and all attached cards to your deck, and replace it with a benched Pokémon. Select any Pokémon from your deck (except a Pidgey) and place in your hand. Shuffle your deck afterward. Wing Hit. Does 20 damage.

Koga's Pidgey 50 C

Claw. Does 10 damage. Sprinkle Sand. Does 20 damage. Opponent must flip a coin on his next turn. If it is tails, his attack fails.

Koga's Tangela 50 C

Sleeping Powder. Does 10 damage and puts the defending Pokémon to Sleep. Search By Vine. Flip a coin. If it is heads, draw two cards.

NAME	TYPE	HP	WEAK	RES	RET	CR
Koga's Weedle		40				C

Prickly Stab. Does 10 damage. Dangerous Needle. Does 10 damage. Flip a coin. If it is heads, defending Pokémon is now Poisoned. If it is tails, defending Pokémon is now Paralyzed.

Koga's Weezing 70 U

Stage 1. Evolves from Koffing. Sudden Explosion. Does 10 damage. Flip a coin. If it is heads, does an additional 30 damage to both Weezing and the defending Pokémon. Poison Gas. Flip a coin. If heads, the defending Pokémon becomes Poisoned. Pokémon damaged by this attack receive 20 Poison damage at the end of the turn.

Koga's Zubat 40 C

Attack by Crowd. Does 10 damage for each Zubat in play. Before dealing damage, you may search your deck for any number of Koga's Zubats and put them onto your bench. (You cannot fill beyond your maximum, though.)

Lt. Surge's Raichu 60 H

Stage 1. Evolves from Pikachu. Baribari. Does 20 damage. Flip a coin. If it is heads, does an additional 30 damage. Discard all Lightening Energy cards attached to Lt. Surge's Raichu. Electric Tackle. Flip a coin. If it is heads, defending Pokémon is now Paralyzed. If it is tails, Lt. Surge's Raichu takes 20 damage.

Misty's Polywrath 90 H

Stage 2. Evolves from Poliwhirl. Water Ring. Does 30 damage. Does 10 damage to all benched, non-Water Pokémon.

Sabrina's Abra 90 C

Energy Loop. Does 20 damage. In order to use this attack you must return one Psychic Energy card from Sabrina's Abra to your hand.

Sabrina's Alakazam 60 H

Stage 2. Evolves from Kadabra. Pokémon Power: PsychoLink. When attacking, Sabrina's Alakazam may duplicate the attack of any Psychic Pokémon in play. This power cannot be used when Alakazam is Asleep, Confused or Paralyzed. Megaburn. Does 60 damage. You cannot use Megaburn next turn.

Sabrina's Drowzee 50 C

Hypnotize. Flip a coin. If it is heads, the defending Pokémon cannot attack or use any of its powers next turn.

Sabrina's Gastly 40 U

Pokémon Power: Gas Body. Gastly's maximum hit points increase by 10 times the number of Psychic Energy cards attached to it. This power functions even when Gastly is Asleep, Paralyzed or Poisoned. Can be developed by Gas. Does 30 damage.

Sabrina's Gengar 80 H

Stage 2. Evolves from Haunter. Amplify. Does 10 damage to all opposing Pokémon that are already damaged. Voice of Darkness. Does 40 damage. If defending Pokémon was not knocked out by this attack, flip two coins. If both are heads, defending Pokémon is returned to opponent's deck.

Sabrina's Golduck 70 H

Stage 1. Evolves from Psyduck. Damage Shift. Remove 10 damage from Golduck and put the damage on defending Pokémon. Water Shot. Does 20 damage. Flip a coin. If heads, does an additional 20 damage.

Sabrina's Haunter 50 U

Stage 1. Evolves from Gastly. Night Spirits. Flip as many coins as you have Sabrina's Gastly/Haunter/Gengar in play. Does 30 damage times the number of heads.

Sabrina's Hypno 70 U

Stage 1. Evolves from Drowzee. Bring Back to Life. Choose one basic Pokémon from your opponent's discard pile and add it to its owner's bench with damage counters equal to half its maximum number of hit points. Curse of the Pendulum. Flip coins equal to the number of damage counters on the defending Pokémon. Does 20 damage times the number of heads.

NAME	TYPE	HP	WEAK	RES	RET	CR
Sabrina's Jynx		60				U

Good Deed. Choose one of your opponent's Pokémon and remove as many damage counters as you like. Draw a card for each damage counter removed. Cling. Does 20 damage. Flip a coin. If it is heads, the defending Pokémon cannot retreat next turn.

Sabrina's Kadabra 70 U

Stage 1. Evolves from Abra. Life Down. Flip a coin. If it is heads, does damage to defending Pokémon equal to its remaining hit points minus 10. Psychoshot. Does 30 damage.

Sabrina's Mr. Mime 50 C

Magic Trick. Choose up to three cards in your hand and place them back in your deck. For each chosen card, search your deck for a basic Energy card and add it to your hand. Shuffle your deck. Slap On The Cheek. Does 20 damage.

Sabrina's Porygon 40 C

Sharp. Does 10 damage. Barrier Attack. Does 20 damage.

Sabrina's Psyduck 50 C

Scratch. Does 10 damage. Does 20 damage. Annoying Mind Power. Flip a coin. If it is heads, the defending Pokémon is now Confused. If tails, defending Pokémon takes no damage and Psyduck now Confused.

Sabrina's Slowbro 70 U

Stage 1. Evolves from Slowpoke. Doze. Flip a coin. If it is heads, remove 30 damage from Slowbro, and Slowbrow falls Asleep. Spiritual Head Stab. Does 40 damage. You cannot use Spiritual Head Stab next turn.

Sabrina's Slowpoke 50 C

Lazy Attack. Does 30 damage. Slowpoke falls Asleep after damaging the defending Pokémon.

Sabrina's Venomoth 60 H

Stage 1. Evolves from Venonat. Wing Powder Recovery. Flip three coins. For each heads, remove a damage counter from Sabrina's Venomoth and each of your Benched Pokémon. Hallucinatory Soundwave. Does 10 damage. Flip two coins. If either is heads, defending Pokémon is now Confused.

Sabrina's Venonat 40 C

Poison Antenna. defending Pokémon is now Poisoned. Destructive Beam. Does 20 damage. Flip a coin. If it is heads, choose and discard 1 Energy card from the defending Pokémon.

Team Rocket's Mewtwo 70 H

Change Damage. Flip a coin. If it is heads, switch all damage counters on Team Rocket's Mewtwo with defending Pokémon. Wave Motion. Does 20 damage. Flip a coin. If it is heads, defending Pokémon is now Asleep. Psychic Burn. Does 60 damage.

Team Rocket's Snorlax 90 H

Pokémon Power: Restless Sleep. If Team Rocket's Snorlax is attacked while asleep, it does 20 damage to the attacking Pokémon. Collapse. Does 20 damage. Team Rocket's Snorlax is now Asleep.

Team Rocket's Zapdos 70 CC H

Plasma. Does 20 damage. You make take one Lightning Energy from you discard pile and attach it to this Pokémon. ElectroBurn. Does 70 damage. Team Rocket's Zapdos takes 10 damage for each Lightning Energy attached to it.

[Your Name]'s Chansey 90 UR

Lucky Egg. Flip a coin. If it is heads, draw two cards from your deck. If it is tails, return two cards from your hand to your deck and shuffle your deck. Lucky Punch. Does 10 damage. Flip a coin. If it is heads, does an additional 30 damage.

NAME TYPE HP WEAK RES RET CR

GYM LEADERS #2 TRAINERS

Blaine's Last Resort U
Draw 5 cards. You can only play this if it's the only card in your hand.

Blaine's Quiz #3 U
Place a Pokémon from your hand face down in front of you. Tell your opponent one of its powers. If he correctly identifies the Pokémon, he draws three cards. If not, you draw three cards. Return the Pokémon to your hand.

Discard Exchange C
Count the number of cards in your discard pile, shuffle them back into your deck, then draw an identical number of cards and discard them.

Giovanni R
Evolve one of your Giovanni's Pokémon by placing an evolution card over it. You may do this even if you already evolved it this turn or just put it into play.

Giovanni's Trump Card R
Discard all damage counters from one of your Giovanni's Pokémon, then discard all the cards in your hand.

Invisible Wall U
Your benched Pokémon are immune to all damage until the end of the next turn.

Koga R
If any of your Koga's Pokémon take damage from your opponent's active Pokémon this turn, the active Pokémon is now Poisoned.

Koga's Secret Transformation R
Attach this trainer to your active Koga's Pokémon. Whenever it attacks, you may switch it with a benched Pokémon (damage and effects take place after the exchange). If it becomes benched, discard this card.

Rocket Teammate U
Flip two coins. If both are heads, choose one of your opponent's benched Pokémon and return it to his hand, along with its attached cards. If you get any result other than two heads, your turn ends immediately.

Sabrina's Psychic Control U
Flip a coin. If it is heads, choose a trainer from your opponent's discard pile and use it. You can't choose a trainer that attaches to a Pokémon or otherwise goes into play, nor can you select one which you can't immediately use.

Sekichiku City Gym U
On each player's turn, he may flip a coin. If it is heads, he selects a Koga's Pokémon in play and returns it and all attached cards to its controller's deck. This card is discarded when another Stadium card enters play.

Team Rocket's Experiment U
Flip a coin. If it is heads, chose any card from your deck and add it to your hand. If it is tails, you can't use a trainer card until the end of your next turn.

Team Rocket's Explosive Gym U
Whenever a basic Pokémon comes into play, its controller flips a coin. If it is tails, that Pokémon takes 20 damage. This card is discarded when another Stadium enters play.

Tickle Machine U
Flip a coin. If it is heads, your opponent places his hand face down on the table. He can't look at or use those cards until the beginning of his next turn.

Tokiwa City Gym R
When either player evolves a Giovanni Pokémon, he removes two damage counters from that Pokémon. This card is discarded when another Stadium card enters play.

SOUTHERN ISLANDS

Butterfree 60 Flowers
Stage 2. Evolves from Metapod. Fly in the Sky. Does 30 damage. Flip a coin. If it is tails, this power has no effect. If it is heads, Butterfree is immune to all damage and effects next turn. Rainbow Powder. Does 20 damage. Flip a coin. If it is heads, the defending Pokémon is now Paralyzed. If it is tails, the defending Pokémon is now Poisoned.

Exeggutor 70 Beach
Stage 1. Evolves from Exeggcute. Guided Ball. Flip a number of coins equal to the number of Grass Energy cards attached to Exeggutor. Does 10 damage times the number of heads to one Pokémon on opponent's bench.

Ivysaur 60 River
Stage 1. Evolves from Bulbasaur. Odd Odor. Each player flips a coin. If either play flips heads, he may remove up to three damage counters from any of his Pokémon. Leaf Cutter. Does 30 damage.

Jigglypuff 50 Flowers
Alluring Eyes. Choose one of opponent's benched Pokémon and exchange it with the active Pokémon. Sing. Flip a coin. If it is heads, the defending Pokémon is now Asleep.

King Slowpoke 70 Beach
Stage 1. Evolves from Slowpoke. Flash. Flip a coin. If it is heads, search your deck for a trainer card, show it to your opponent and add it to your hand. Psychokenesis. Does 10 damage times the number of Energy cards attached to the defending Pokémon.

Lady-Ba 40 Flowers
Gnaw. Does 10 damage. Fast Motion. Does 20 damage. Flip a coin. If it is heads, Lady-Ba is immune to all damage and effects next turn.

Lapras 70 Sea
Sleepy Song. Remove two damage counters from both Lapras and the defending Pokémon. The defending Pokémon is now Asleep. Freeze Beam. Does 20 damage. Flip a coin. If it is heads, the defending Pokémon is now Paralyzed.

Lickitung 70 Jungle
Licking Wounds. Flip a coin. If it is heads, choose one Pokémon from each player and remove two damage counters from each. Tongue-stretch. Flip a coin. If heads, does 20 damage to one Pokémon on opponent's bench.

Mew 30 Sky
Rainbow Wave. Choose one of the Energy types attached to Mew. Does 20 damage to each of opponent's Pokémon that is of the selected type.

Onix 90 Sky
Slam Down. Flip two coins. Does 20 damage times the number of heads. Lean Over. Does 40 damage. Flip a coin. If it is heads, the defending Pokémon is now Paralyzed.

Pidgeot 70 Sky
Stage 2. Evolves from Pidgeotto. Mach Flight. Does 40 damage. Flip a coin. If it is tails, this power has no effect. CCCC: Cutter Wind. Does 50 damage.

Pikablu 40 Sea
Water Splash. Does 10 damage to one Pokémon on opponent's bench. Rolling Tackle. Does 20 damage.

Primeape 60 Jungle
Stage 1. Evolves from Mankey. Snatch. Does 20 damage. Frenzy. Does 20 damage plus 10 damage times the number of damage counters on Primeape. Flip a coin. If it is tails, Primeape is now Confused.

Raticate 60 River
Stage 1. Evolves from Rattata. Sharp Incisor. Does 10 damage. Flip a coin. If it is heads, add 30 damage.

Tentacruel 60 Sea
Stage 1. Evolves from Tentacool. Tentacle Attack. Flip a number of coins equal to the number of Water Energy cards attached to Tentacruel. Draw a number of cards equal to twice the number of heads. Poison Needle. Does 20 damage. Flip a coin. If it is heads, the defending Pokémon is now Poisoned.

Togepi 40 River
Cry Loudly. Does 10 damage. Flip a coin. If it is heads, the defending Pokémon is now Confused.

Vileplume 70
Stage 2. Evolves from Gloom. Heavenly Pollen. Flip a coin. If it is heads, remove up to two damage counters from Vileplume, and remove up to two damage counters from one of your benched Pokémon. Terrible Pollen. Does 30 damage. Flip a coin. If it is heads, the defending Pokémon is now Paralyzed. If it is tails, the defending Pokémon is now Confused.

Wartortle 60 Beach
Stage 1. Evolves from Squirtle. Water Gun. Does 20 damage plus 10 damage for each Water Energy card attached to Wartortle that is not used to pay for this attack, up to a maximum of two.

VENDING MACHINE PACKS

This bonus listing includes only the first set of cards from vendnig packs 1, 2 and 3.

Extra Rule V3
Four-Prize Battle. This rule card allows you and your opponent to battle with only four prize cards instead of six.

Bellsprout 40 V3
Waving. Flip a coin. If it is heads, Bellsprout does not take any damage next turn. Numbing Powder. Does 10 damage. Flip a coin. If it is heads, the defending Pokémon is now Paralyzed.

Gastly 40 V3
Scare. Your opponent may not use any trainer cards until after the end of his next turn. Darkness. Flip a coin. If it is heads, the defending Pokémon is now Confused.

Haunter 70 V3
Stage 1. Evolves from Gastly. Poltergeist. Look at your opponent's hand. Does 10 damage times the number of trainer cards there. Nightmare. Does 20 damage. Flip a coin. If it is heads, puts the defending Pokémon to Sleep. If it is tails, the defending pokémon is now Confused.

Magnemite 40 V2
Pokémon Power: Magnet. This power can be used once per turn. Flip a coin. If it is heads, you may search your deck for any number of Magnemites and put them on your bench. This power cannot be used if Magnemite is Asleep, Paralyzed or Confused. Superconductivity. Does 10 damage to one Pokémon on opponent's bench.

Magneton 70 V2
Stage 1. Evolves from Magnemite. Microwave. Does 20 damage to one Pokémon on opponent's bench. Flip a coin. If it is heads, select one Energy card attached to that Pokémon and discard it.

Poliwag 50 V1
Bubbles. Flip a coin. If it is heads, the defending Pokémon is now Paralyzed.

Rattata 50 V1
Scratch. Does 10 damage. Tail-wag. Flip a coin. If it is heads, the defending Pokémon cannot use any powers next turn.

Squirtle 40 V1
Water Power. During your next turn, damage from Squirtle's Slap is multiplied by three. Slap. Does 10 damage.

Voltorb 30 V2
Electric Shock. Flip a coin. If it is heads, the defending Pokémon is now Paralyzed. Everybody Spark! Does 10 damage times the number of Voltorbs in play.

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